WIN! EVERMORE Carts

D 6 210
GEELONG CITY N/A
(052) 29 2025
NOV $ 4.95

Nintendo®

MAG YSTEM

OCTOBER '96

ISSUE #43

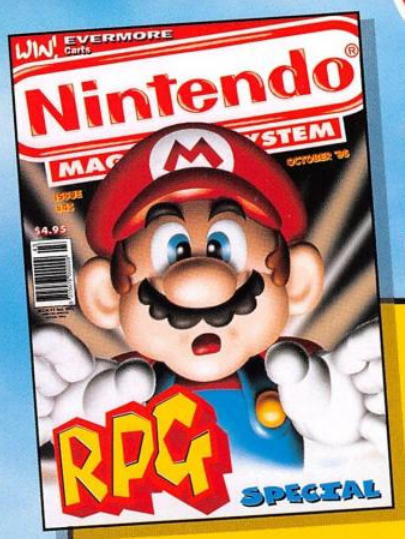
$4.95

9 315076 000009 43

(NZ$6.95 incl. GST)
PRINT POST APPROVED
PP255003/00941

RPG SPECIAL

Contents



OCTOBER '96
Issue 43
Role me over!

THE USUAL (& unusual) SUSPECTS!

UP FRONT 4
The Editor's desperate attempt to establish some sort of authority.

NINTENDO NEWS NETWORK 6
Extra! Extra! Read all about it! Hot off the press, the ink's still wet, catch the latest, etc..

COMPETITIONS 8
Win some Phantom film goodies, some howling skulls (yes, howling!) and 25 copies of RPG classic Secret of Evermore!

ART ATTACK! 10
Budding Picassos get their first big break!

SPIDER'S WEB 12
Polish your cyber-armour & prepare to do battle!

IF THE CAP FITS! 14
We get the lowdown from Japanese software bods Capcom.

YOU GOTTA ROLE WITH IT! 16
Everything you wanted to know about RPGs but didn't have enough stamina to ask.

ANIME ACTION 54
Giant Robo competition winners announced!

MAILBAG 56
Les patiently answers your queries.

SKULL'S GRAVEYARD 58
The Skeletal One takes on all comers.

NINTENDO HELP SYSTEM 60
Tips from you, tips from the Gurus, tips from Skull, and tips from the Nun in the know!

SWAP & SELL 64
Dump the unloved & find your hearts' desires.

9 48

SECRET OF EVERMORE

SLAM DUNK IN PODUNK!

SUP MA LEGE SE

SU ST N

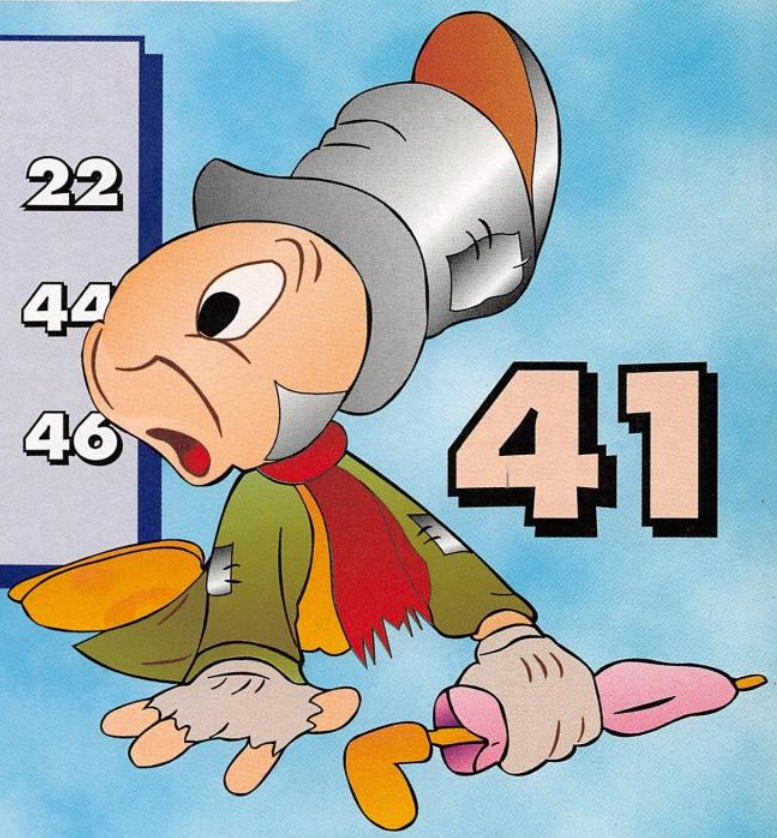
Contents

GAME BOY

DRAGONHEART REVIEW 22
Dennis Quaid, a talking dragon and loads of filthy peasants!

PINOCCHIO REVIEW 44
Yes, more cheap nose gags as we look at the Game Boy conversion.

ZELDA – A LINK TO THE PAST BEGINNERS' GUIDE 46
Slip into a pair of tights and a green Smurf's hat and you're ready for action!



41

PINOCCHIO HE NOSE THE SCORE!

44

ER RIO RPG

ND OF THE VEN STARS

UPER MARIO RPG

ARRY STARRY IGHT!

25

SUPER NINTENDO

SUPER MARIO RPG REVIEW 25
Chubby plumber with moustache in new game shock! We check the pipes.

PINOCCHIO REVIEW 41
Is it wooden? Or does it beat the competition by a nose? Find out.

SECRET OF EVERMORE PLAYERS' GUIDE 48
Everything about Evermore is revealed. Well, the first world at least!

ROLE ME OVER...

This month we've squeezed into tights and thigh-high boots, grabbed our swords and shields, and leapt into the world of RPGs. Skull tried to convince me that the initials stood for Rotten Pigeon Guano, but I'm no fool, I saw through his skeletal deception.

Skull, incidentally, features in one of this issue's Halloween competitions – we always knew he would come in useful some day (*pah – Skull*) as we give away some glow-in-the-dark-howling skulls. Just the thing to drive the olds mad! We've also got some great Phantom film goodies to win as well as 25 (count 'em) copies of Secret of Evermore for the SNES courtesy of those nice guys at Nintendo.

As always, we take a long look at the latest games releases – this month it's the turn of Dragonheart, Super Mario RPG and both conversions of Disney's Pinocchio. I loved that film – old Gepetto in his carpenter's shop lovingly breathing life into wood to ward away the loneliness. It always reminds me of something, but I can never put my finger on it... We've also got part one of a great Evermore Players' Guide and a Beginners' Guide for one of the many Zelda incarnations, so we're fairly well stuffed to the brim.

In keeping with this month's RPG theme some of the staff, bless 'em, decided to stage a mini mediaeval tournament in the office. Les refused to take part, but everyone else thoroughly enjoyed themselves. Well, unfortunately Steve managed to cast a magic spell on my computer which caused it to seize up and refuse to speak to me – I'm lucky I can write an editorial at all. Steve said it was a virus, but I'm not so thick I don't know that computers can't get the flu! I know when my leg's being pulled! But I'm a good-natured sort of editor and I can take a joke. So I've locked Steve in the basement for the day. We'll see if he's got a magic spell to get out of that one!

Anyway, must dash, the office carpet seems to be littered with pigeon droppings. Nobody seems to know quite how they got there.

Nintendo® MAGAZINE SYSTEM

THANKS ARE DUE TO:

Jeremy for being an excellent sport and Hayley for coming up with the ideal Nintendo Australia for the Secret of Evermore carts. Janine Allis at United International Pictures for all the Phantom goodies. John Diver at Toy Options Ltd for the howlin' glowin' skulls. Tad Yamaguchi at Capcom Co in Japan for answering all our probing questions. Simon Smith-Wright at Acclaim, Karen Shillcock at T•HQ and Jonathan Alley at Siren Entertainment.

COMPETITION TERMS AND CONDITIONS OF ENTRY

Competitions in this magazine are promoted by Catalyst Publishing, Level 128, Rialto 525 Collins Street, Melbourne, Vic 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Thursday 31st October. The winning names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decisions are final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. Each contest is a game of skill, not chance, and, as such all entries will be judged on merit.

NINTENDO PEOPLE SYSTEM

Publisher
John Fletcher

Editor
Willy Adam

Staff Writers
Will Robinson, Louise Lawler, Steve Orange, Alan Beard, Firenzo Matricardi, Jeremy Duns

Designer
Natalie MacKenzie-Ross

Reprographics
John Marley, Harry Makings, John Oliver

Administration
Becky Hornsby

Advertising Sales
Jo Fletcher
PO Box 14225, Melbourne
MC Victoria 8001
Tel: 03 9399 2979

Distribution
NDD, Sydney, NSW 2015.

Nintendo Magazine System
is published by Catalyst Publishing, Level 128, Rialto 525 Collins Street, Melbourne, VIC 3000.

Subscriptions are available for $54.45 for 12 issues (AUS$60 for New Zealand readers). Send a cheque or money order made out to Nintendo Magazine System to: NMS Subscriptions, NDD, PO Box 199, Alexandria NSW 2015. Or you can call (02) 353 0751 and order by credit card. Please allow four weeks for delivery.

© 1996 Nintendo Co., Ltd.
Catalyst Publishing
All Rights Reserved.

Nintendo Co., Ltd. are the owners of the copyright in certain of the characters, artwork, logos, scripts, trademarks and representations used in this publication.

NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, NES, GAME BOY, SUPER NINTENDO ENTERTAINMENT SYSTEM, VIRTUAL BOY, VB, NINTENDO 64, N64, SUPER NES, and SUPER NES SUPER SCOPE are trademarks of Nintendo Co., Ltd.

INTERNATIONAL Nintendo LICENSED PRODUCT ™

TOO DUMB TO SUBSCRIBE?

Bev is...

...but at least he has his insect collection and bus timetable for company.

It's not too late - Subscribe to NMS now!

Turn to page 67 before Bev has you round for tea!

NINTENDO NEWS NETWORK

LEAN MEAN PLAYING MACHINE!

What's half the weight and encased in jewels? No, Princess Toadstool hasn't gone on a crash diet - but the Game Boy has! The new 'Game Boy pocket', released in the States this month, is the latest version of the video game phenomenon to be released by Nintendo since the 'Play It Loud' series was launched last year.

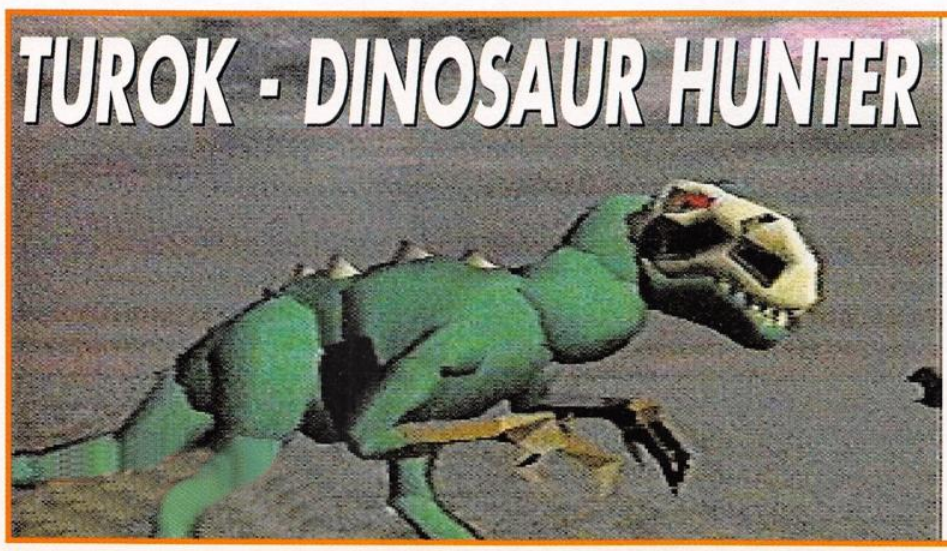
The good ol' Game Boy has undergone a more radical facelift than Michael Jackson! It's thirty per cent smaller than the original, fitting in the palm of your hand, with grey buttons and a sleek matte silver finish. But perhaps its most striking feature is the new black and white LCD screen: it's the same size as the old screen, but gives crisper and clearer images, allowing several people to watch game play at once.

Now, here's the real good news. It's official – by October 1st you'll be able to go and get one for yourself for $99.95!

It comes in a most attractive transparent jewel case, flattering it's new slimline, sophisticated figure. Running on two AAA batteries, The pocket (that's a small 'p') should provide about ten hours of portable playing time. As usual it's a one or two player system, and all the existing Game Boy games can be played on it, so you don't have to go out and buy yourself a complete library of brand new carts!

The Game Boy pocket was given a warm welcome in the American games press, so for all of you who've been waiting for the day when they designed a Game Boy you could hide from your teachers, remember: Education is a Necessity not a Luxury. Just don't get caught!

TUROK - DINOSAUR HUNTER



Acclaim's monstrous new N64 game, Turok - Dinosaur Hunter made its debut appearance at the Autumn ECTS show in London. The game, a first person affair where the aim is, you've guessed it, to hunt dinosaurs, practically stole the show at Earl's Court with its lush backgrounds and brilliantly rendered dinos.

The inspiration from the game comes from a celebrated American comic strip, featuring an ancient hunter who gets transported into another dimension and has to fight off a load of gruesome robots as well as his prehistoric foes.

BIG IN JAPAN

Nintendo have delivered an impressive update on Japanese sales of the Nintendo 64. They have revealed that after just four weeks on sale, they shipped some 800,000 consoles. At time of going to press, the US launch was still on schedule for September 30th, though Nintendo have admitted that their pre-Christmas stock allocation of half a million consoles will probably not meet the demand. This would seem to be the case, as requests for stock have already reached double that number!

A SATISFIED GRIN FROM THE JAPANESE SHORES.

PLUMBERS ALWAYS COME FIRST!

Good news for Mario in the USA as his first ever role playing game, Super Mario - Legend of the Seven Stars, is officially America's most rented video game! The world's most famous plumber has been sitting at the top of the charts for a good three months now, closely followed by Mortal Kombat 3, Diddy's Kong Quest and Ken Griffey's Winning Run. As you can see, all the top four titles are for the SNES, which is still leaving all the rest behind after all these years!

TOP GEAR RALLY N64

Great news for racing fans! Kemco of America will be joining forces with Boss Game Studios, the extra arm of special effects gurus Boss Film Studios to produce Top Gear Rally, a brand new racing game for the N64. As yet there has been no news of its release date and screen shots have been kept under lock and key. But, as always, we'll keep hassling the people in the know until they come up with the goods, so keep a look out for further info soon.

FIGHTING GIRLS

According to a recent American survey, more and more girls are starting to get into fighting games. And while there are still a lot more boys playing the likes of Killer Instinct and Mortal Kombat 3, the huge gap between the game playing habits of the two sexes is getting smaller as time goes on. This will be encouraging for software developers, who'll be really keen to get into this still un-tapped market, but bad news for all you lads out there, as the guys that put together the survey reckon this means that girls will start to use harder, more ruthless tactics in everyday life! Watch out boys...

SID MAKES THE SWITCH!

Top games creator Sid Meier, the man responsible for ace 'God' game Civilization, has recently been signed up by Electronic Arts. This comes as no real surprise since Meier revealed he and his software house Firaxis were no longer working for MicroProse at the E3 trade show in May. Meier has always been regarded as one of the world's best games developers, with titles like Civilization, Railroad Tycoon and F15 Strike Eagle earning MicroProse a fearsome reputation. There are currently no details on the games that will be produced by Firaxis and EA, but we were told to expect some finished products late next year. Watch this space with interest...

WIN! WIN! WIN! WIN! WIN! WIN!

ANNOY THE OLDS!

That got your attention didn't it?! What we have here is a great way to really annoy your parents, teachers, friends and pets. Each one of these dark and spooky skulls contains a heap of gloopy, gooey flourescent yellow slime. But it's no oridnary slime – No! When you submerge the small white skull into it then put the top on, it makes the black beast whine and glow into the wee small hours.

We've got 5 of these Howlin' Skull packs to give away courtesy of Toy Options and all you've got to do to win one is answer these three questions, fill in the form opposite and send it to us by Thursday October 31st.

SKULL QUESTIONS

1) Our Skull has been answering your questions and queries at the back of the mag for years, but where does he now live?

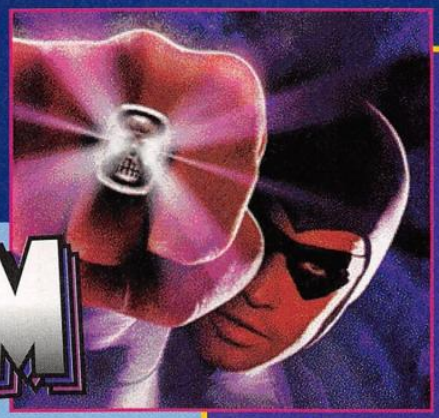
A The Graveyard
B The Basement
C Mars

2) What's Skull made of?

A Toothpaste
B Bone
C Hedgehogs

3) Who is Skull's worst enemy after Sonic?

A Nun the Wiser
B Les
C Paul Keating



THE PHANTOM

The Phantom film has been at the cinemas since 19th September here in Australia (13th in New Zealand) and seems to be going great guns so far. The all-action celluloid story following the comic strip hero stars Billy Zane as the 'Ghost Who Walks' himself and is directed by our very own Simon Wincer.

We told you all about the film itself back in our August issue (what do you mean you didn't see it?!!!) but now those generous people at United International Pictures have let us have 5 mysterious Phantom goodie bags to give away.

In order to get your purple jumpsuited mitts on one of them just answer these painfully easy questions, fill in the form opposite with all your details and post it off to us by Thursday October 31st.

PHANTOM QUESTIONS

1) Who plays the Phantom in the movie?

A Mel Gibson
B Billy Zane
C William Shatner

2) When did The Phantom open in New Zealand cinemas?

A September 13th
B September 19th
C March 2nd

3) Who is the Aussie director who helmed The Phantom?

A Simon Wincer
B Martin Scorcese
C Steven Spielberg

WIN! WIN! WIN! WIN! WIN! WIN!

!! WIN! WIN! WIN! WIN! WIN! WIN! W

Evermore for Everyone!

Well, almost everyone. Well, OK 25 people. Those generous blokes at Nintendo have given us 25 copies of Squaresoft's brilliant Secret of Evermore to give away!

If you're really into RPGs and haven't checked out Evermore yet, we seriously recommend that you do. And why go down to the local games store and fork out the bucks when you can experience Evermore for nothing more than the price of a stamp?!

All you have to do is answer these three absurdly easy questions, fill in the form below and stick it in the post to us at NMS.

EVERMORE QUESTIONS

1) What's the name of the town that the hero of the game comes from?
- **A Bugmuck**
- **B Podunk**
- **C Slamdunk**

2) What's Fire Eyes' real name?
- **A Judy**
- **B Shirley**
- **C Elizabeth**

3) Which of the game's villains is holding Strong Heart prisoner?
- **A Thraxx**
- **B Magmar**
- **C Anthrax**

SECRET of EVERMORE

The first 25 entries pulled out of the big leather boot after Thursday October 31st will get a copy of this ace game.

ISSUE #43 COMPETITIONS ENTRY FORM

Use this form to enter one, two or all of the competitions on these pages. Just fill in your name, age and address details and tick the boxes relating to the comps you want to enter. Then just stick the whole thing in an envelope and post it off to us at the address below. Easy!

MY COMPETITION ANSWERS:

I'd like to enter the Howlin' Skulls Competition ❒ and the answers are: 1) a) ❒ b) ❒ c) ❒

I'd like to enter the Phantom Competition ❒ and the answers are: 1) a) ❒ b) ❒ c) ❒

I'd like to enter the Evermore Competition ❒ and the answers are: 1) a) ❒ b) ❒ c) ❒

MY ADDRESS DETAILS:

Name: _____ **Age:** _____

Address: _____ **Town/City:** _____

State: _____ **Post Code:** _____ **Tel:** _____

Send your completed form to
Issue 43 Competitions, NMS, PO Box 14225, Melbourne, MC Victoria 8001.

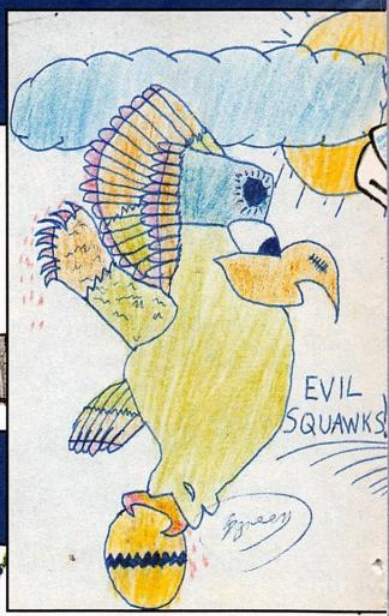
!! WIN! WIN! WIN! WIN! WIN! WIN! W

Eden Cook, Wyoming

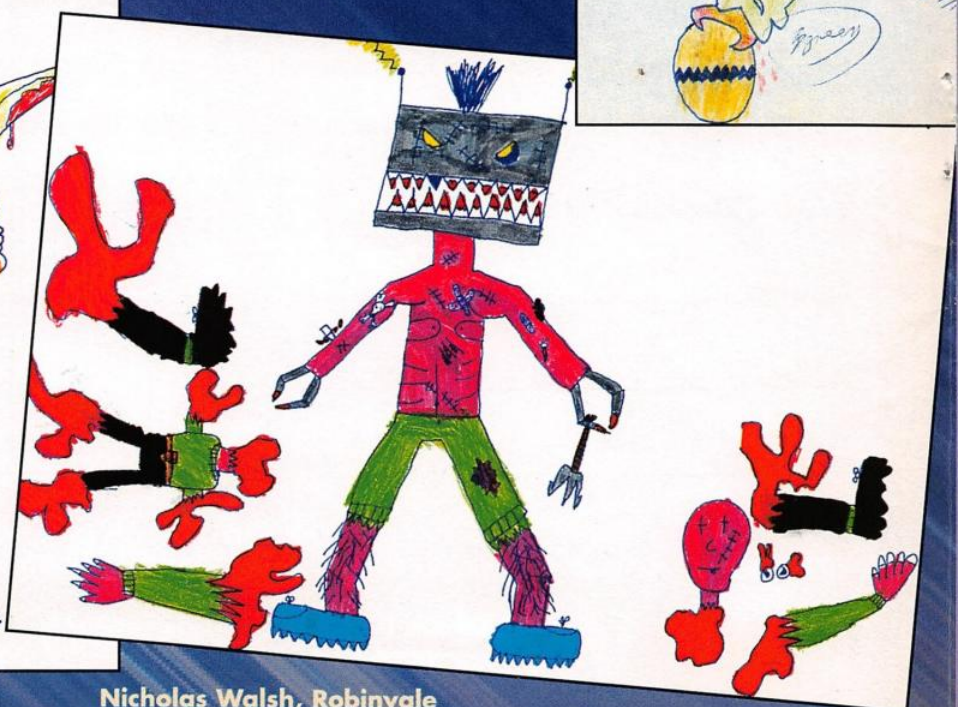
Art Attack

Once more we delve into the sack o' pictures to bring some more future artistic talent to the unsuspecting public. We're always inundated with ace drawings and they just keep getting better and better so keep 'em coming!

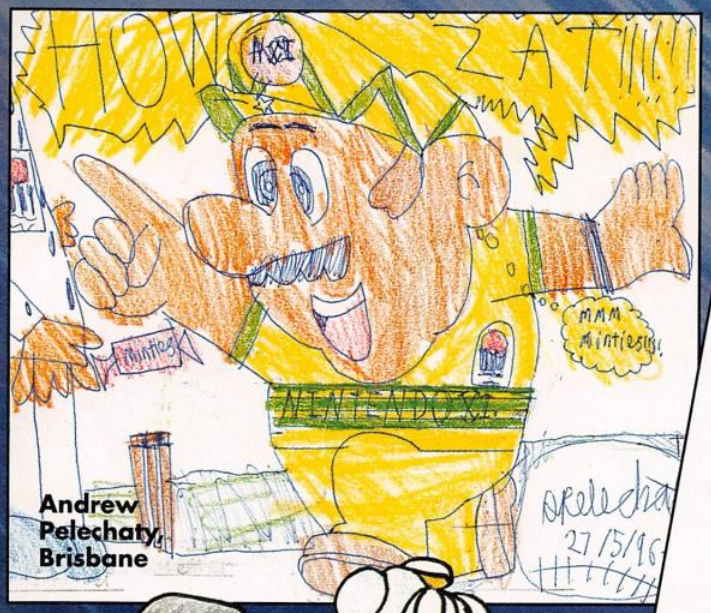
Jared Fraser, Qld



RJS, NT

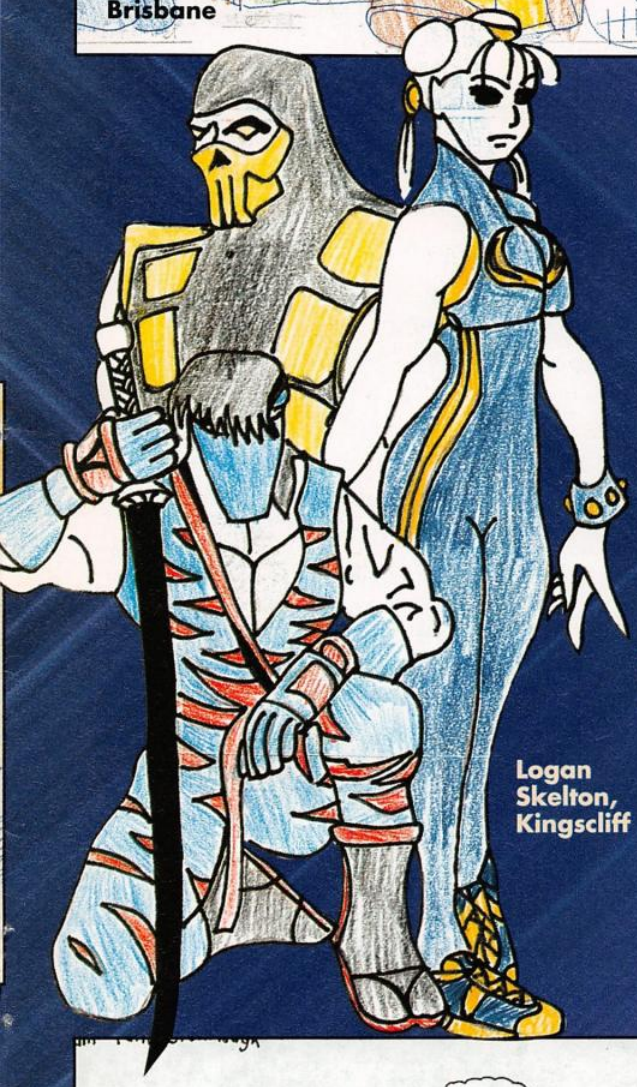


Nicholas Walsh, Robinvale

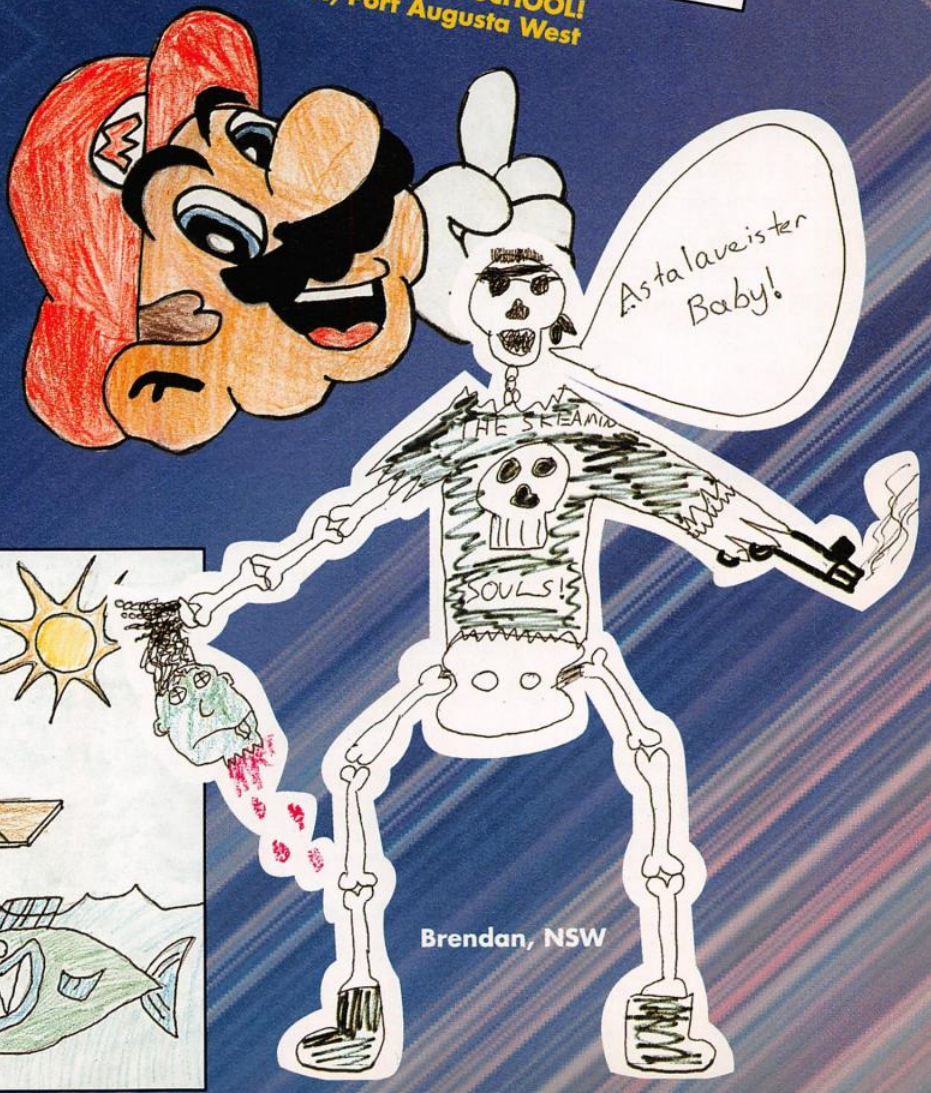


Andrew Pelechaty, Brisbane

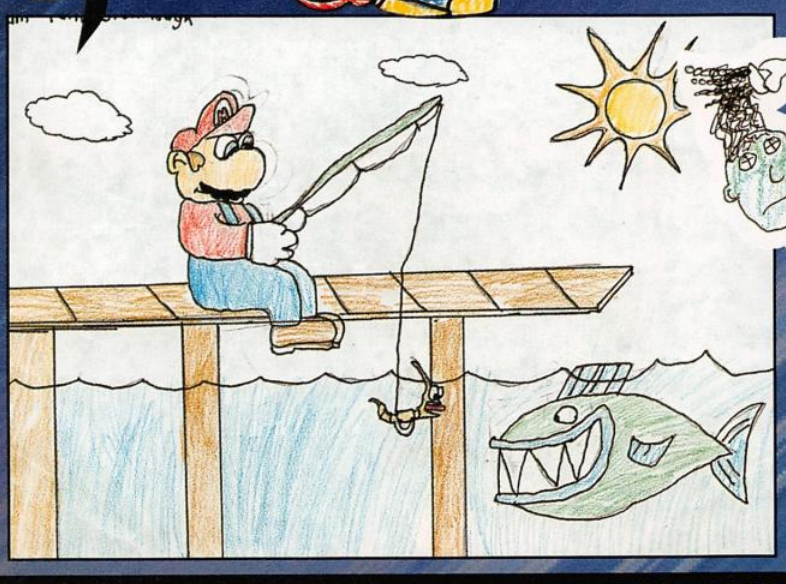
SKULL GOES BACK TO SCHOOL!
Paul Laister, Port Augusta West



Logan Skelton, Kingscliff



Brendan, NSW



SPIDER's web

catalyst@popmail.dircon.co.uk

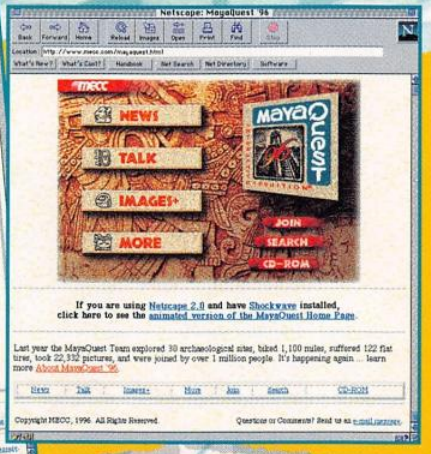
In honour of our RPG special, Spider's packed his rucksack and put on four pairs of big boots to make an RPG style trek across the web. In case you should feel the urge to join him here's his guide to everything you'll need to do, buy, learn and practice before making your epic journey.

The Secret of Maya?

Once you've come to the momentous decision of embarking on a cyberquest the first thing you've got to do is decide just what and where it is that you want to explore. Well, I've found just the thing for all budding explorers and it's called MayaQuest.

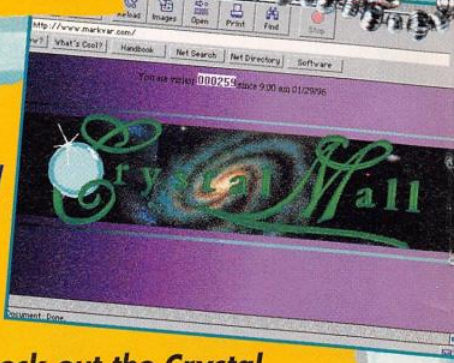
Head for **http://www.mayaquest.mecc.com/** and you'll find a really 90s kind of event. Described on the site as an 'interactive expedition', a group of explorers cycled to ruins in Mexico and Central America for the '95 and '96 events and, together with the local archaeologists, tried to crack the mysteries of the ancient Mayan civilisation. They were joined on the Net by over a million kids, teachers and other interested parties who helped to direct the expedition and take part in discussions with the team and the archaeologists. Regular reports (including heaps of photos and team members' diaries) are posted on the page and the daily updates let everyone see all the latest discoveries and the new theories.

The MayaQuest site is one of the best designed and clearly assembled Web sites I've seen in ages. It's really easy to navigate and the colours and Aztec/Inca style graphics complete the look. If you access the site now you can register to be a part of the MayaQuest '97 trek that gets underway in March next year.



http://www.markvar.com/

If you just can't make it with whoever you fancy check out the Crystal Mall. They'll run your details through the 'Romance Connection' and find you an astrologically compatible mate!

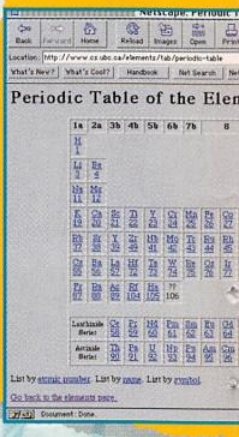


Be Prepared!

Of course, once you've decided where you're going and what you're going to do on route, you'll need to make sure you're well prepared for anything the new and strange terrain will throw at you. First stop has to be the Crystal Mall (**http://www.markvar.com/**) where you can get yourself a daily horoscope that'll hopefully give you a bit of foresight into what you can expect on each day of your trek. The site's got a nice mystical looking design with plenty of blacks and purples and as well as getting personalised astrological readings, you can 'talk' to a Psychic or have your tarot cards read.

Your next task is to get yourself a decent map and some tips on hiking (visit the Adventurous Traveller Bookstore for these at **http://www.gorp.com/atb/hiking.htm**).

Of course the experts on being prepared for anything are the Boy Scouts and the Australian main site is at **http://www.fcollins.com.au/scouts/** so get your woggle out and your khaki shorts on. Dib Dib Dib...



http://www.mayaquest.mecc.com/

MayaQuest '95 visited 30 archaeological sites, biked 1,100 miles, suffered 122 flat tyres and took 22,332 pictures!

Getting Defensive!

Having all your equipment sorted is one thing but if you can't defend yourself when you're faced with a formidable foe then you might as well stay at home. Head for the British Amateur Fencing Association's home page (you'll find it at **http://www.netlink.**

co.uk/users/afa/news.html) to get some top tips on using the blade. Eat your heart out Zorro! Then you've got to purchase yourself a mighty sword to wield, from Swords 'n' Stuff (**http://www.swords-n-stuff.com/clipit-t.html**). Of course, if you're not the Errol Flynn type you might want to learn to wrestle instead and you can get all the latest from the world of fat guys in leotards at **http://Adscape.com/wrestling/**.

Amazing Alchemy

Of course, you can't always use brute force or diplomacy to get you out of a sticky situation so you might need to have some scientific strategies up your velvet sleeve as well. Spellcasting and magic potions are a vital part of any questing hero's armoury so you'll need to pay attention in science classes for a change. As with any new skill, once you know the basics, anything is possible.

First off, take a look at the good old periodic table (**http://www.cs.ubc.ca/elements/periodic-table**) to check out our planet's chemicals then you can put some of it into practice by trying out some of the experiments on the Fun Science page (**http://www.best.com/~funsci/**).

If you want to get really into the world of mystical chants and magical tricks you could always check out the Young Magicians Club (**http://upanet.uleth.ca/~young/magicians_club/links.html**). It'll give you all the tips and tricks you'll need to be the next David Copperfield. You'll be pulling rabbits out of hats and flowers out of sleeves in no time!

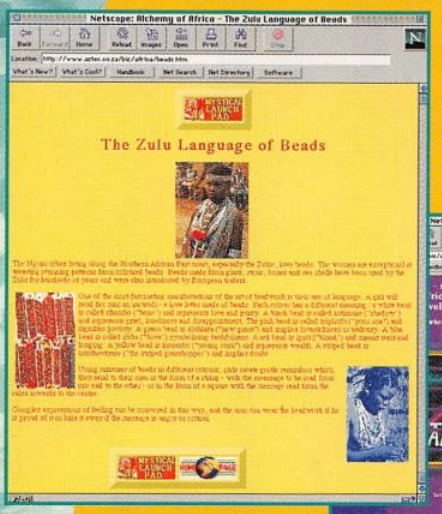
http://www.cs.ubc.ca/elements/periodic-table

OK, so it's not the most visually stimulating site but if you've any chemical conundrums to solve then this is the place to start.

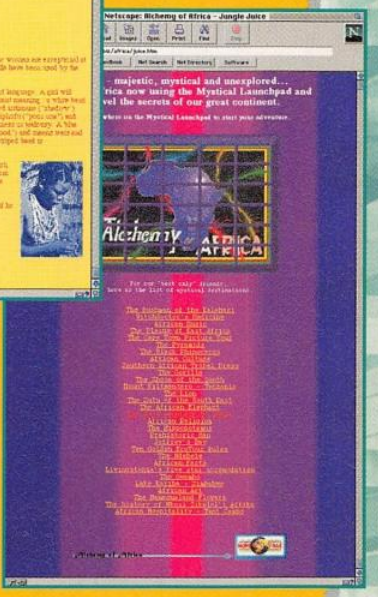
Born to Shop!

Just like Link on his travels through Hyrule, you'll want to pick up lots of souvenirs on your travels to carry with you and maybe put to good use later on. Of course, you'll need to know what you're stumping up your hard earned cash for so make sure you check out what's hot and what's not in the jewellery, beads, potions and gems market. One good place to start is the Zulu Language of Beads site (**http://www.aztec.co.za/biz/africa/beads.htm**) that'll give you the lowdown on all things beady.

You'll have to make sure you're not paying over the odds for whatever you decide to buy too so take a look at the world renowned Financial Times and check out the gold prices. You'll find its on-line incarnation at **http://www.ft.com/**.



http://www.aztec.co.za/biz/africa.beads.htm



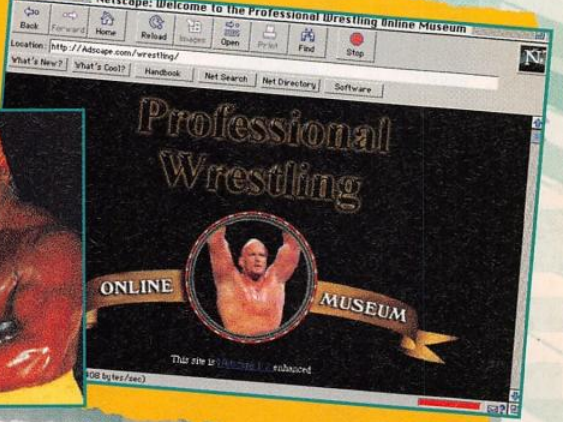
Each coloured bead carries a different meaning so make sure you're not insulting anyone with your necklaces. You could always click on the 'Mystical Launch Pad' to 'unravel the secrets of the great continent' of Africa too.

Just Desserts!

Once you've fought off the bad guys, cast all your spells, and saved the village/damsel/kingdom, there's bound to be a grateful citizen who just can't wait to reward you for all your efforts. It's up to you to show them a good time so if you're stuck for ideas then take a look at Dining Out on the Web (**http://www.ird.net/diningout.html**). This site has a huge list of eating establishments across the world. Admittedly, most of the restaurants listed are in the States but there's a fair chunk of them to be found in Oz as well. So go out and eat your fill! You've got to get your strength back for another adventure through cyberspace. Bon appetite!

http://Adscape.com/wrestling/

Everything you did and didn't want to know about the world of pro wrestling is here; all the pics, stats and champions' top tips as well as the 'coach of the year'!



IF THE CA FITS

In our bid to give you the inside angle on the leading software companies, we at NMS have used all the resources available to us, including begging, pleading, and generally grovelling. This month we penetrated the Tokyo Headquarters of Capcom Co, the company who brought you the classic RPG series of Breath of Fire and Breath of Fire 2, as well as the Street Fighter series and a host of Disney titles.

TEE-OFF WITH TAD!

We managed to speak exclusively to Mr Tad Yamaguchi, a top expert from Capcom's Games Division, and a keen golfer. Tad was delighted when we asked him to chip in, as he lived in Oz for ten years before moving back to Japan, attending high-school in Lismore, NSW, before going on to the University of Sydney.

'I used to play golf every Monday back then,' he sighed wistfully. 'I didn't have any lectures on Monday!' Now resident in Tokyo, he keeps himself occupied with Command and Conquer, Street Fighter Alpha 2, listening to house music on his earphones, and, on the weekends, a quick 18 holes.

CAPCOM

LOOKING TO THE FUTURE...

We asked Tad for a brief rundown of how the company works, and where they see gaming heading in the future. He told us that designing a game is a lengthy process which can be fraught with difficulties. 'For example, if we are developing a game that is to be sold internationally, and not just here in Japan, you have to take into account cultural as well as language difficulties. Though with an RPG or quiz game, clearly language is a huge factor.'

MARVELLOUS MARVEL!

The company is divided along the traditional lines of Research and Development and the Consumer Headquarters, which runs the everyday business; Capcom have just built a luxurious new R&D building thirty metres away from the Tokyo HQ, so executives don't have too far to walk if the fax machine breaks down. But how do they see the market panning out from here on in? Tad is blunt: 'Well, here at Capcom we are confident that the games industry as a whole will remain relatively unchanged over the next five or ten years, though we don't believe there is a long term future for NES and SNES. We think that most of the major companies will shift their development to the new generation machines, Marvel Super Heroes is likely to be our last title for SNES.'

INTERNET INTENTIONS

So where will games go in the future if the NES and SNES no longer remain viable? Tad sees the Internet as a stayer. 'In the future, we think the Internet's going to be one of the most popular media for games playing, with games that can adapt to it surviving longest.' Capcom don't have any plans for an interactive Net game as yet, but they do have a home page, and they certainly seem to be aware of the possibilities the Internet offers.

SF3 COMING SOON?

Capcom also plans to convert Street Fighter 3 for home use, though they are yet to reveal for which console - hopefully Nintendo will win out in the end. The Disney connection is likely to be maintained, however. Capcom are shortly to distribute Pinocchio and Maui Mallard (but only in Japan), but Tad tells us that they are keen to build on the already-successful relationship. But that, sadly, is all Tad has time to tell us: he needs to practice his long irons if he's ever going to bring his handicap down.

YOU GOTTA ROLE WITH IT!

Rock & Role

From the letters that we receive it's clear that many of you are well into RPGs, but that not everyone's caught the bug yet. So we thought it was about time to don our pointy hats, dust off Aunt Nellie's scroll of alchemy and take a look at one of the most successful gaming genres ever!

Once Upon a Time...

So, how did all this role playing lark start? All RPGs are essentially based on the old paper and dice role playing games that were so popular in the late seventies and early eighties, games like Dungeons & Dragons and Hero's Quest. Once video game programmers developed the idea of computer RPGs they adapted the codes and rules of the original, and these have stayed basically the same to this day. Influences are unashamedly clear. In many games they come from the likes of Tolkein's 'Lord of the Rings' books. In others, such as Link and Secret of Mana, it's classic Japanese characters of legend (who also turn up in manga and anime cartoons), as well as fantastical films like Willow and Never Ending Story.

Use Your Head

Some game genres offer fairly light levels of involvement. While others can exercise your think-pods in solving puzzles or controlling characters, there are few that compare to RPGs for a real brain workout. To unlock the secrets of a good role player you have to totally absorb yourself in the storyline and try to work the old grey matter around all levels of the game. Devotees will tell you that it takes an average of between 30 and 40 hours to fully complete a game and, like the best stories, even finishing it doesn't end your involvement.

Get into the Role

The idea of Role Playing Games is relatively simple. You, as the player, take on the identity of one or a series of characters set in a fictional environment. You have a set amount of missions to complete and these can range from the classic 'rescuing a beautiful princess', to the more daunting 'saving the world' or perhaps 'finding out the truth about your long lost parents'! The plot is the tool to take you through the different stages of the game, but the appeal is the degree of involvement that these games offer, and the opportunity for living the experience yourself.

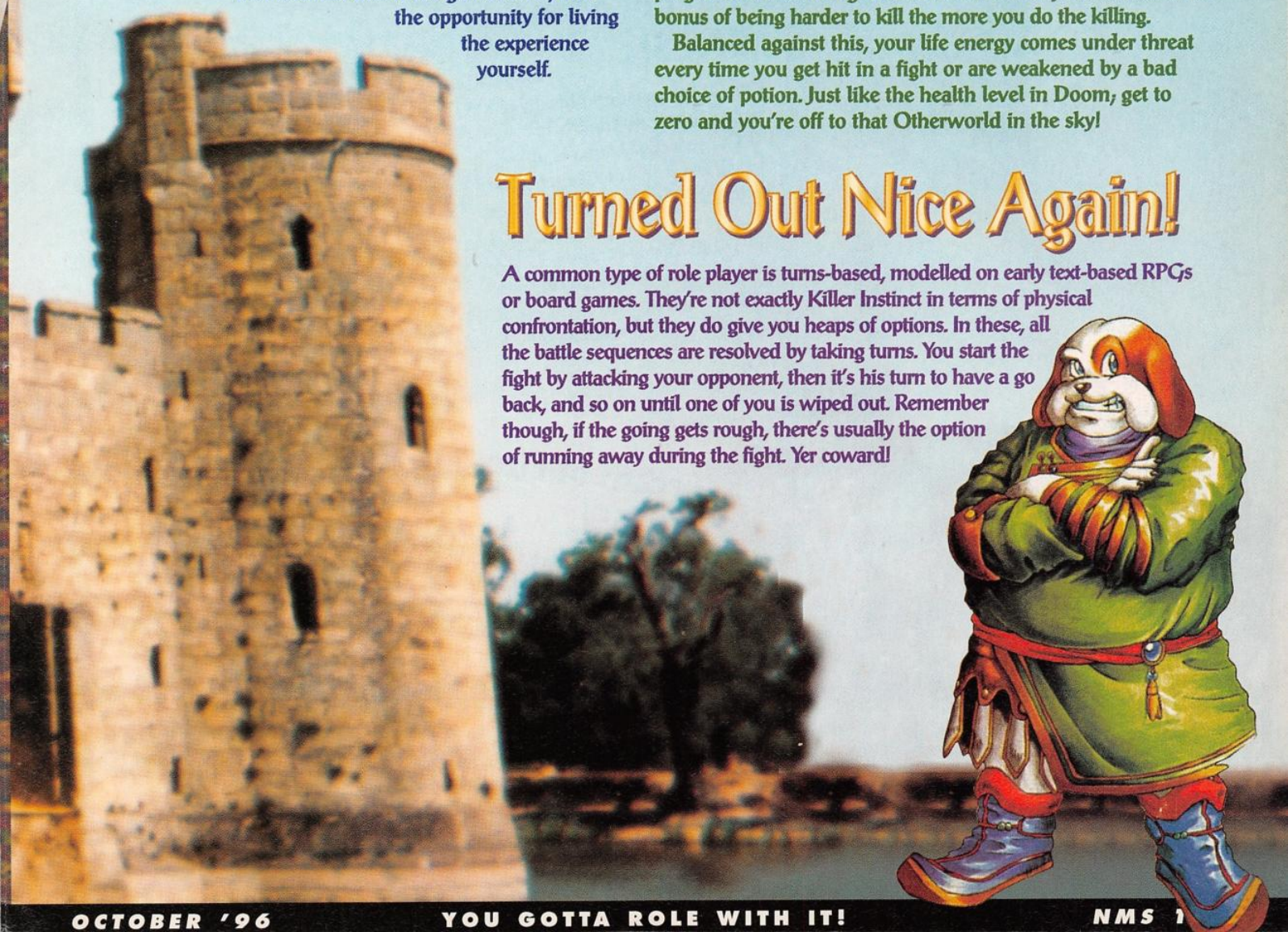
Experience & Health

There's much variety in sub-genres of RPGs, but most have several concepts in common. Usually your character gains through exploration and experience, yet is vulnerable to attacks and dangers. Your store of positive points must be maintained at a healthy level, and this is usually done through the acquisition of food, medicines and potions, as well as gaining knowledge typically contained in scrolls or from friendly allies. Winning battles also lets you build up strength and the programme often recognises this and awards you the additional bonus of being harder to kill the more you do the killing.

Balanced against this, your life energy comes under threat every time you get hit in a fight or are weakened by a bad choice of potion. Just like the health level in Doom, get to zero and you're off to that Otherworld in the sky!

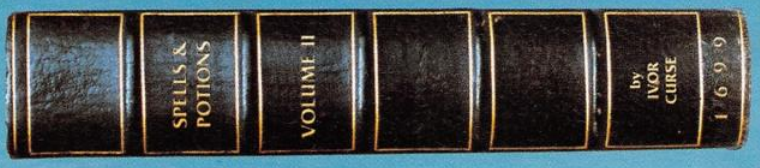
Turned Out Nice Again!

A common type of role player is turns-based, modelled on early text-based RPGs or board games. They're not exactly Killer Instinct in terms of physical confrontation, but they do give you heaps of options. In these, all the battle sequences are resolved by taking turns. You start the fight by attacking your opponent, then it's his turn to have a go back, and so on until one of you is wiped out. Remember though, if the going gets rough, there's usually the option of running away during the fight. Yer coward!



Jewels in the Crown

The RPG genre has churned out some real classic games for the family of Nintendo machines over the years. Right from the early days, the NES set the standard and Nintendo and third party developers have never looked back in creating increasingly diverse and complex worlds peopled with characters you can only find in this fantasy realm. Here's a peep at some that have become milestones, and some that could well become signposts to the future.

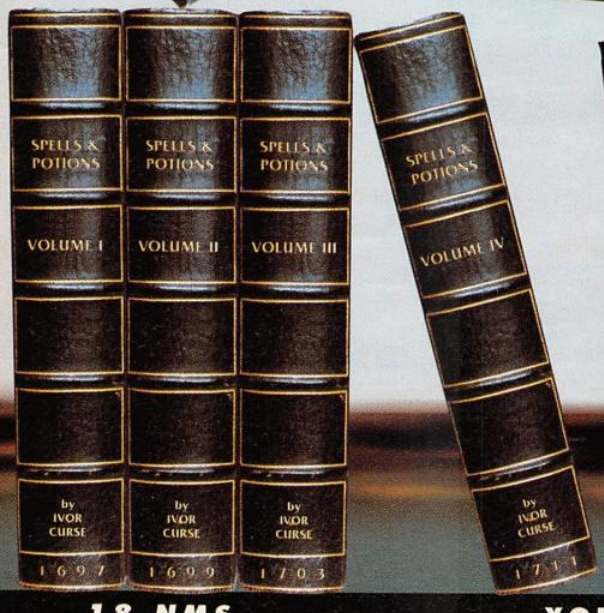


Legend of Zelda - Link's Awakening (NES)

This is the only place to begin really. Even though the storyline's pretty basic, the gameplay is superb, with every nook and cranny packed full of secret areas and hidden items. This is one of those titles that proves that you don't need rendered graphics and texture mapping to produce a really good game. If you wanted to call yourself a real NES games player, then you simply had to own this cart. Brilliant stuff!

Secret of Mana (SNES)

One of the most graphically impressive of all the SNES RPGs, Secret of Mana is also one of the only role players to incorporate a three-player option into the proceedings. Some RPGs fall into the trap of concentrating too much on the storyline and characters and not enough on the gameplay, but Secret of Mana blends these two important aspects perfectly and the result is one of the most innovative and enjoyable games you'll ever play.



Breath of Fire 2 (SNES)

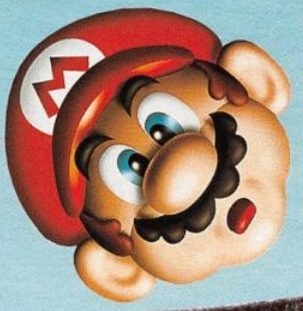
Some people were not too keen on Capcom's sequel to Breath of Fire. OK, so the story's a bit pretentious and the bonus games like hunting for food certainly don't do the game justice. But the chance to design your very own RPG town is just one of the game's smart little touches. At the end of the day it's a classic turns-based game with heaps of ground to cover and plenty of secret areas to keep you stroking your beard in a puzzled manner for months.

Shadowrun (SNES)

One of the first RPGs to move away from the old 'dungoens and dragons' storyline, Shadowrun is a totally smart action RPG set in the far future and scores full marks from us here at NMS for an intelligent plot and a superbly dark atmosphere. This one will really excercise your grey matter with some of the toughest puzzles ever in a role player, and even incorporates an arcade style shooting section. All this and some great characters too.

Mission Impossible (N64)

This looks like it could well be one of the highlights on the N64. The team at Ocean have taken Tom Cruise's hit film and turned it into a roleplaying masterpeice. This is set to be one of the most varied and interactive games you'll ever see, with every character having their own agenda rather than just hanging around to give you information. A great prospect indeed...



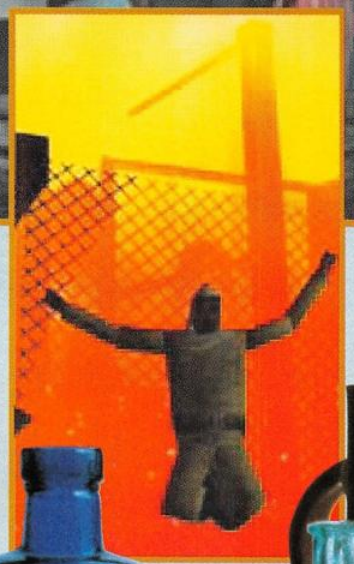
Goldeneye 007 (N64)

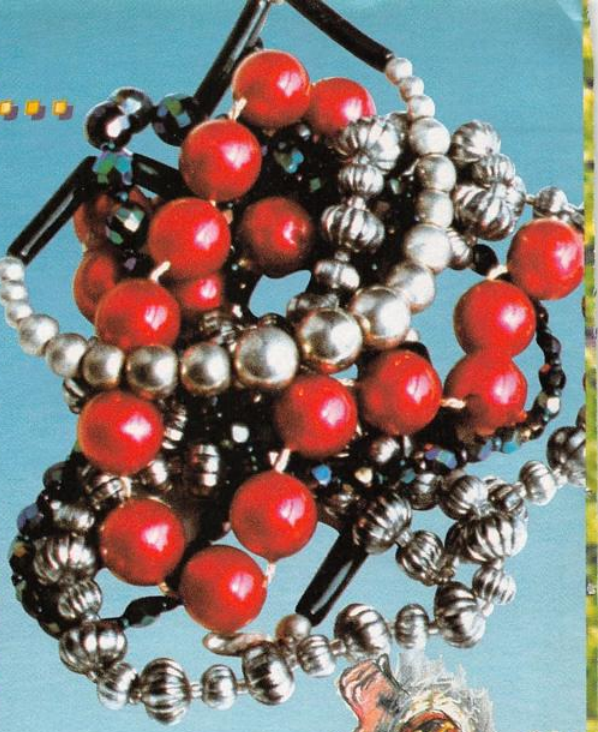
One of Rare's stable of offerings for the N64, Goldeneye 007 lets you take the part of the world's most famous secret agent, socking it to the bad guys in a selection of scenes from the hit film. Some of your missions are straight out of the movie, some are new. But the emphasis won't just be on killing the villains. In some cases you'll even be given specific orders not to kill and if you ignore them you'll find it nigh on impossible to complete your mission. True artifical intelligence at last? We shall see!

So the roles have changed a little over the past few years. As newer RPGs get bang up-to-date with spies as characters and ultra-modern technology to hand for our heroes, is the old land of elves and Middle World fantasy gone forever? Don't think so! Wait for Zelda 64 and Final Fantasy 7, both due on the 64's writable disc drive. Hopefully they'll be as deep as they are dazzling.

Your Future Looks Like This....

The RPG scene is starting to look a whole lot healthier with the release of Terranigma in December along with Lufia in January next year, both for the SNES. But what about the Nintendo 64? Surely it won't be long before the world has its first taste of 64-bit role-playing. The Legend of Zelda 64 is rumoured to be close to completion, and there's also the rather tasty prospect of Shadows of the Empire from LucasArts, Mission: Impossible from Ocean and Goldeneye 007 from Rare.

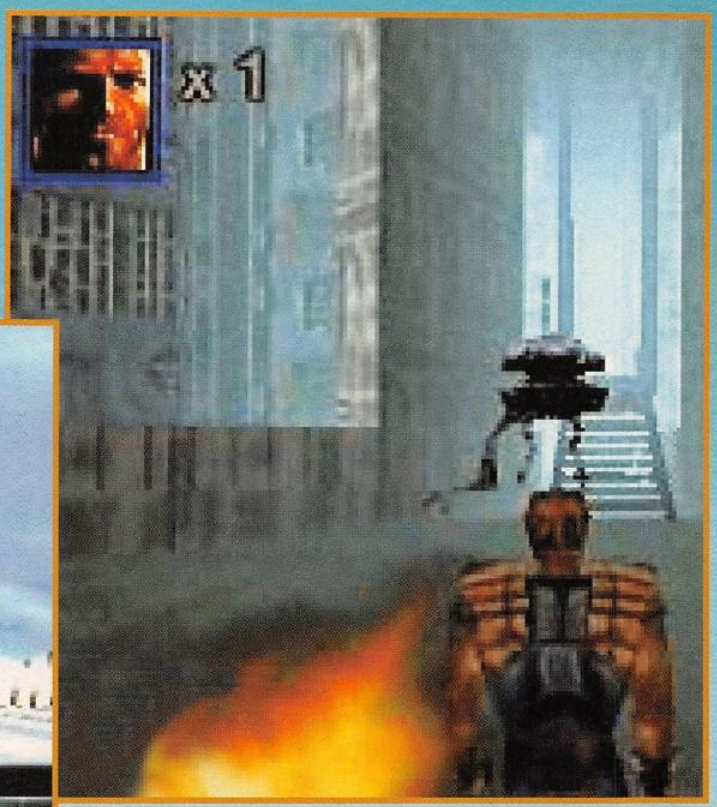


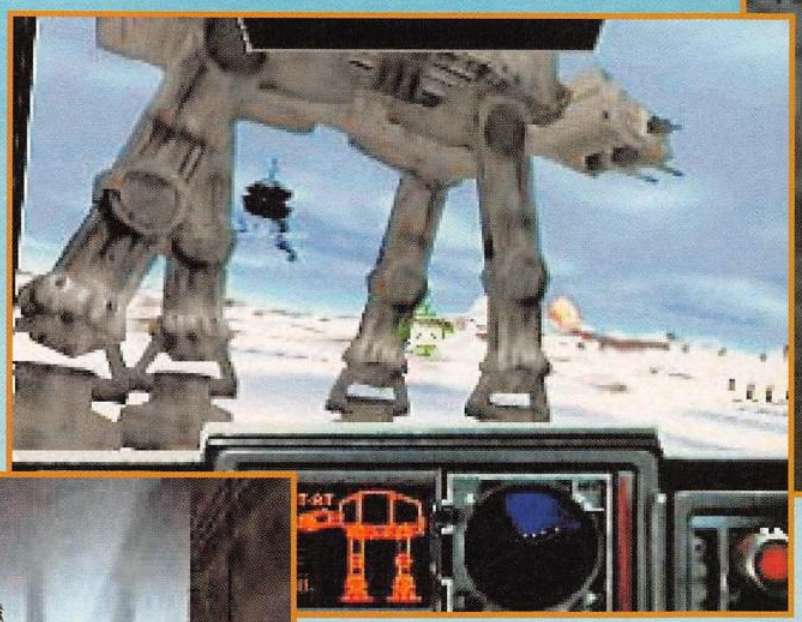


What Next?

So, what new features should these games include? Well, there are an extra 48 bits of power to mess around with! One thing that immediately comes to mind is decent scripting. How often have you cringed at the awful translation of Japanese written storylines? And should we really have to put up with scrolling lines of text when it would be much more engaging to have a character really speak to you. Maybe the battle sequences should be altered slightly as well, although there could be a danger of programmers trying to re-create head-to-head gameplay which would eventually destroy the turns-based system we've come to know and love. We reckon they should also make the games a lot more physically interactive, not just emphasizing on the plot, but adding a lot more variations to the storyline and maybe even the chance to create characters of your own. Then we could perhaps improvise more with other characters and objects, while the world outside your immediate view progresses in different ways depending upon the intervention of other characters beyond yours.

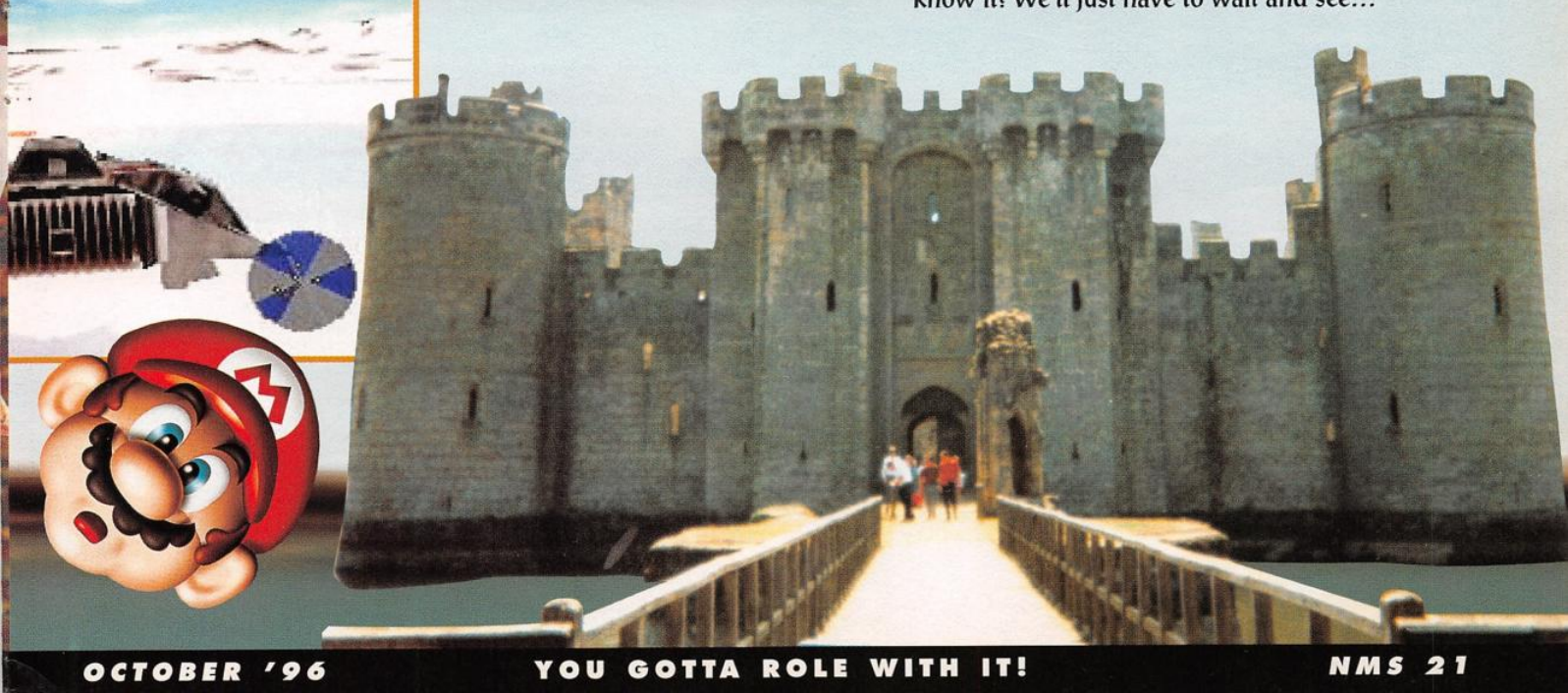
A Glimpse into the Screens of Tomorrow





Future Fantastic

We've not really had the games we might have expected, given the wide range of titles and number of sequels that have emerged from Japan in the past few years. Still, it looks like role players are likely to be spoilt for choice in the near future, with Nintendo promising to continue supporting both 16 and 8-bit formats, as well as developing titles for the N64. Looking at the way things are changing, you get the feeling that future RPGs may come away from the traditional goodies and baddies, and take inspiration from different areas, introducing more complexity and variety. The 64DD unit will enable players to personalize games and the opportunity to create characters in your favourite game sounds very promising. But could it mean the end of the traditional RPG as we know it? We'll just have to wait and see...



REVIEW

GAME BOY

GAME CREDITS

- **BY:** Acclaim
- **DEVELOPED BY:** Torus Games
- **PREVIOUS X's TITLES:** Mortal Kombat, Separation Anxiety, Revolution X
- **DISTRIBUTED BY:** Acclaim
- **RELEASE:** TBA
- **GAME TYPE:** Action RPG

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Password Music On/Off,

GAME INFO

- **GAME DIFFICULTY:** Medium
- **FIRST DAY SCORE:** Reached Feltons village
- **ALTERNATIVES:** Sword of Hope, Eye of the Beholder

GAME CONTROL

- **RESPONSIVENESS:** OK

A Select item/ scroll text

B Nothing

S Start: Pause

S Select: Select pointer

DRAGONHEART

PLOUGHS INTO SWORDS

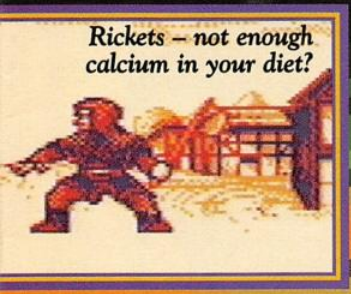
The film Dragonheart looks like it's going to be one of the box-office smashes of the year. An anthient of thwords and therpents, backed with the best computer generated monsters since Jurassic Park and featuring Sean Connery as the voice of the Dragon! Amidst all this a small Game Boy sized package managed to find its way into the office and, surprise surprise, they've gone and turned the film into a video game!

LOOKING AFTER NUMBER ONE

Unlike most film to game conversions, which take the bog standard form of platform shoot 'em ups, Dragonheart turns out to be a first-person RPG. You take the character of Sir Bowen, a famed dragon slayer who has to get together with the last dragon in the kingdom to fight the evil King Einon and his guards. In the past brave Sir Bowen used to be the young king's guardian and the two were once great friends, but all that ended after a particularly rough battle where his nibs was nearly killed. The only way to save Einon was to give him half the heart of a dragon, and since that fateful day the king has become an evil tyrant who makes the peasants work like slaves and then taxes all remaining money off the poor fools. Some things never change, do they?

Anyway, our hero has been asked by Queen Aishlin (Einon's mum) to give the young lad a severe talking to in an effort to change his wild ways and make the kingdom a nice place to live again. And like any knight who follows the Old Code of honour, Sir Bowen mounts his trusty steed and heads off to do battle with the bad guys!

YOU SEE A FARMER
"WHAT HAVE WE HERE'S A GALLANT KNIGHT THANKLING AWAY MY THRATPS "
"TELL ME FRIEND, DO ANY DRAGONS TROUBLE THESE PARTS?"
"PARDON ME! I DIDN'T MEAN TO SPOIL YOUR CROPS!"



FACE THE BATTLE

The game starts off in classic RPG style as you move around in the woods chatting with everyone you meet. But you'll find that not everyone in the Dark Ages is a sociable sort, and if you push them too far there's a good chance you'll end up fighting them. The game changes perspective when it comes to fisticuffs, switching to a 2D combat mode reminiscent of Streetfighter and Mortal Kombat. As you gain experience through the game, your fighting skills will increase and the choice of weapons will be more varied. Along with old soldiers and various other miscreants, you'll also have to show your sword to plenty of dragons, as these beasts are always pestering the locals and eating their livestock! Christ, if this is what it was like in the 'good ol' days' then I'm glad I missed it!

THE MAIN CHARACTERS

SIR BOWEN

The main character of the game is a dragon slaying knight, who must team up with Draco the Dragon in order to free the kingdom from the iron rule of King Einon.

GILBERT

This guy's a wandering minstrel who follows Bowen around like his own personal fan-club! Don't just dismiss him though, as he can sometimes be a valuable source of information when it comes to defeating bad guys and finding special items.

DRACO

The mysterious dragon appears mid-way through the game. After a hard battle he saved King Einon's life by giving him half his heart. Together Draco and Sir Bowen must find out what has turned the once-good king into an evil monster.

LORD FELTON

A nasty lord of the manor who forces all the lowly peasants to work like slaves in the mill and rules his own village like a tyrant. He has taken sides with King Einon and thus deserves a right kicking.

KARA

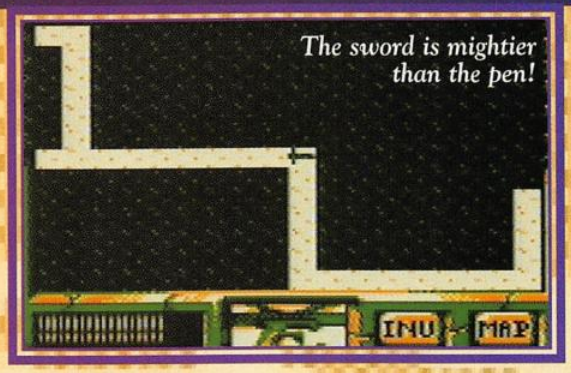
Well, it wouldn't be an RPG without some feisty female giving the authorities a headache, would it? Kara is one of the ringleaders of a revolt by the peasants against Einon's men. If Sir Bowen can rescue her from the soldiers she'll help him for the rest of the adventure.

KING EINON

The main man himself. Apparently Sir Bowen was Einon's guardian as a child and remained so until the battle where the King was nearly killed. Draco had to give the king half his heart for him to survive and since then Einon's personality has changed.

MAP READING

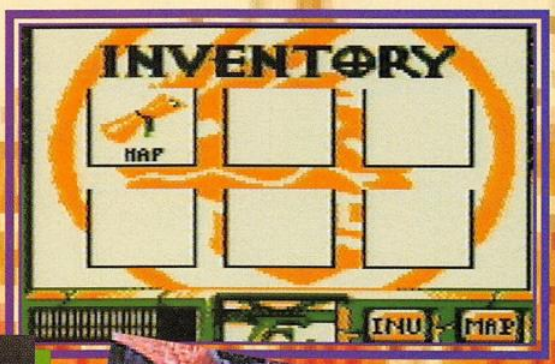
There are eight levels to the game and as well as all the peasants to talk to, there's a special map of each level to find. Once you've acquired the map you can get an overhead view of your surroundings which makes traveling over the countryside much easier. The only things you can't see on the map are special items or people so it's best to switch regularly between the two screens.



The sword is mightier than the pen!

CHECK YOUR POCKETS

When you're playing it's important to keep an eye out for any interesting items that may be lying around, like maps, coins and other weapons as well as your trusty sword. Sometimes you won't actually realise you've got an item as there's no special noise or text on screen, so you'd be wise to keep checking the inventory, which will show you what items are in your possession.



LITTLE BIG GAME

It's refreshing to see that some games developers aren't afraid to try something new and unusual instead of sticking to the tired old formulas. Dragonheart works remarkably well on the Game Boy and is a brave attempt at bringing big gameplay to the hand held. It's a bit primitive as far as the fighting goes, but the well thought out gameplay certainly makes up for this. In short, this game is perfect for all portable RPG players and makes a nice change from the straight forward role playing game.

COMMENT - LOU

I'm not exactly an RPG freak, so I wasn't really looking forward to this one, especially as my experiences with film to game conversions have not been good. So it came as a real surprise to find that DragonHeart is a cracker and just goes to show what a little thought and imagination can do.

The graphics are excellent, combining really nice background scenery with big sprites that don't blur when moving. Now, if you'll excuse me, I have an appointment with a dragon...

REVIEW
GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	■
ACTION			■	■
CHALLENGE			■	■
REFLEXES		■	■	■
ORIGINALITY			■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY			■	■
WEEK			■	■
MONTH			■	■
YEAR			■	■

GRAPHICS

◆ The actual gameplay screens do look a bit basic, but some of the backgrounds are nice.

83

SOUND

◆ The Music Off option is very welcome after a while...

68

PLAYABILITY

▲ The game's well thought out and has that certain addictive quality that will keep you playing for hours! Roleplaying with a difference!

91

LASTABILITY

▲ Some quests take years, don't they? Just ask King Arthur.

89

OVERALL

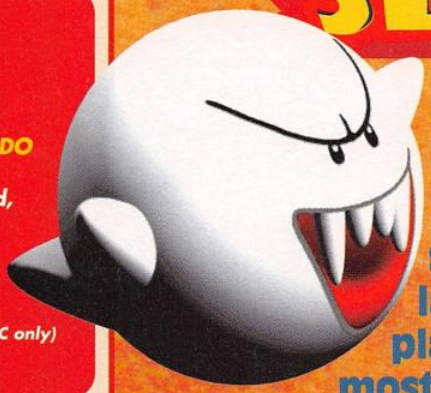
A challenging and addictive little RPG that's just a little bit different to what you're used to. Step out into the wilderness and seek this one out.

90

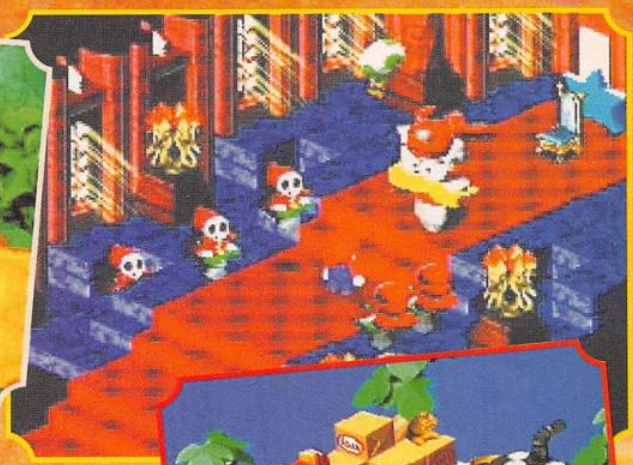
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER MARIO RPG LEGEND OF THE SEVEN STARS



Along with Mario 64, arguably the most hyped game from Nintendo this year has been Super Mario RPG for the SNES. After all these years in console land, this is Mario's first ever role playing game and features the world's most famous plumber in all manner of scrapes! So what's it all about then?



HERE WE GO AGAIN...

Super Mario RPG – Legend of the Seven Stars (to give it it's full title) is Mario's first foray into RPGing circles. There are seven worlds to conquer in all, each with a glistening star to collect at the end of each one – hence the title. The game starts with a struggle between Mario and arch-enemy Bowser. The leader of the Koopas has tied up Princess Toadstool as punishment for constantly refusing to be Mrs Bowser. Of course, this results in the mother of all rumbles between Mario and Bowser, but just before our hero can untie the Princess, a huge unseen power throws Mario into the sky. A huge sword has been planted right through Bowser's castle and an alien called Smithy has vowed to conquer the Mushroom Kingdom!
So watcha gonna do about it?! Eh?!

GAME CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Squaresoft
- **PREVIOUS NINTENDO TITLES:** Super Mario World, Yoshi's Island
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** Now (NTSC only)
- **GAME TYPE:** RPG

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** How long have you got?

GAME INFO

- **GAME DIFFICULTY:** Easy to medium
- **FIRST DAY SCORE:** Reached Nimbus Land
- **ALTERNATIVES:** Secret of Evermore, Breath of Fire 2, Secret of Mana

GAME CONTROL

- **RESPONSIVENESS:** Good

(A) Timed & regular attacks/Defence

(B) Run away from fight/ Activate blocks, etc

(X) Use for potions (with other keys)

(Y) Special attacks/Jumps/ Activate healing moves

(L/R) Nothing

(S) Start: Start/Pause
Select: See strength

GIMME FIVE!

This is essentially a turns-based RPG designed for RPG novices to get the hang of the genre. As usual, you take the leading role of Mario and you have to put together a band of warriors to rid the world of Smithy. Each character in the gang has a number of regular attacks as well as a few specials, so here's the run-down of Mario's merry minstrels.

MARIO

As usual, Mario is the leader of the gang and is well equipped to deal out severe punishment with his Super Fireball attacks. Scorchin'!

MALLOW

Though Mallow isn't the meanest looking member of the gang, he has an uncanny ability to change the weather and can use this to give opponents the shock of their lives. He can also sense how many Hit Points your opponent has left to help you plan your attacks.

GENO

Geno comes in very handy for boosting your attacking powers, and this alien from another dimension also packs a laser gun which is pretty potent in its own right.

PRINCESS TOADSTOOL

You'll need the princess in your gang if you want to finish the game unscathed. Even though her attacks are fairly wimpy, her healing powers are unsurpassed. Hell, she can even bring someone back from the dead!

BOWSER

The unthinkable has happened. The king of the koopas has made a truce with Mario to get his castle back. He has a wide range of deadly attacks and is a pretty essential member of the team, even if he is a miserable ol' git!

THE BEST FORM OF DEFENCE!

On your quest you can find, buy or even win weapons that become part of your regular attacks, which are used almost constantly to rid the world of bad guys. If you have enough Flower Points you can activate one of your special attacks, which deal out untold damage to anything that's stupid enough to get in the way. Be careful though, every special attack drastically cuts your number of Flower Points, so use them wisely. The most economical way to fight is to use timed attacks, which involve extra button presses just before your regular attack starts.

FLOWER POWER

To activate all the attacks you must have the correct amount of Flower Points (FPs). At the start of the game you're allocated 20, but by picking them up on your journey you can raise the total to 99. Don't forget to carry a good supply of healing ingredients with you to help out the rest of the gang, and always remember that spending a few dollars in the Inns is the best way to re-charge your Health and FPs. There are certain areas where the flowers grow freely and can be picked at any time, and doing business with the locals can prove a fruitful exercise as they will happily hand over flowers in exchange for special objects.

EARLY DAYS

The first stage in the game has been designed so players can get the hang of Mario and the various attacks that are at his disposal. You'll also find out how to heal yourself when things get rough and how to increase your repertoire of attacks. Keep an eye out too for the save blocks that are dotted around the landscape. When you jump on one of these you'll save your game. So if you do happen to get killed, when you re-start you'll continue from the last save block. Phew!

HIDDEN DEPTHS

No Mario title would be complete without a whole heap of bonus games lurking inside the cart. These come in very handy to give you a break from the normal gameplay as well as offering you the chance to earn a few more points. In one bonus game you'll meet an artist who's looking for inspiration, and you have to bounce on some musical tadpoles to play a tune. You can also take part in the Yoshi races and spur on your Dino by tapping the D-Pad in time with the music, or even take to the river on a revolving barrel to search for coins! No, I don't know who dreams these things up either...

COMMENT WILL

This has to be Square's finest looking RPG to date! The sprites look superb and the richness in the backgrounds makes this game ideal for starters. As far as playability goes, it's very well thought out and an essential purchase if you're new to role players, but you'll probably find the game too short and lacking in any real brain teasing if you've played many before. Having said that, Super Mario RPG is an ace introduction to one of the toughest gaming genres, and not to be sniffed at. Oh Christ Enzo! I said not to be sniffed at!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ This has got to be the most graphically impressive RPG around at the moment. Well rendered sprites and lush backgrounds make this an orgy for your eyes!

93

SOUND

◆ It's clear and multi-layered, but still as tweetie as ever.

89

PLAYABILITY

◆ This game was designed for players who aren't used to regular RPG's but, even so, it's well thought out and plays like a dream.

92

LASTABILITY

▲ If you're an RPG beginner, then you'll spend many hours happily ploughing through Mario's new world.

90

OVERALL

A well designed and very good looking RPG that's perfect for novices. Experienced players may find it a bit too easy in places, but it's still worth investigating.

91

MARIO'S MILLION DOLLAR MISSION

CAN YOU DIG A MILLION BUCKS?
SEE COMPETITION DETAILS INSIDE

SUPER MARIO ALLSTARS PACK PLUS BONUS HAND CONTROLLER

Four great games in one pack
- SUPER MARIO BROS.
- SUPER MARIO BROS 2.
- SUPER MARIO BROS 3.
- LOST LEVELS

Value $308.90

NOW $199.00

2 GREAT MARIO GAMES FOR THE PRICE OF 1

SUPER MARIO WORLD

Explore nine worlds and 96 levels of non-stop action.

Value $149.90

NOW $99.95

+

SUPER MARIO WORLD 2

Mario and Yoshi take on the biggest baddies in 48 levels of the most exciting morphing, egg throwing action ever.

Value $139.90

NOW $99.95

KILLER INSTINCT SUPER ADVANTAGE PACK

Contains:
KILLER INSTINCT GAME.
KILLER CUTS CD.
ASCii WARE JOYSTICK.

Value $169.90

NOW $89.95

GAMEBOY CLASSIC PACK

Colour Gameboy with choice of classic Gameboy Game.
Choose from:
- Clear Gameboy with Space Invaders,
- Red Gameboy with Centipede and Millipede,
- Yellow Gameboy with Asteroids and Missile Command.

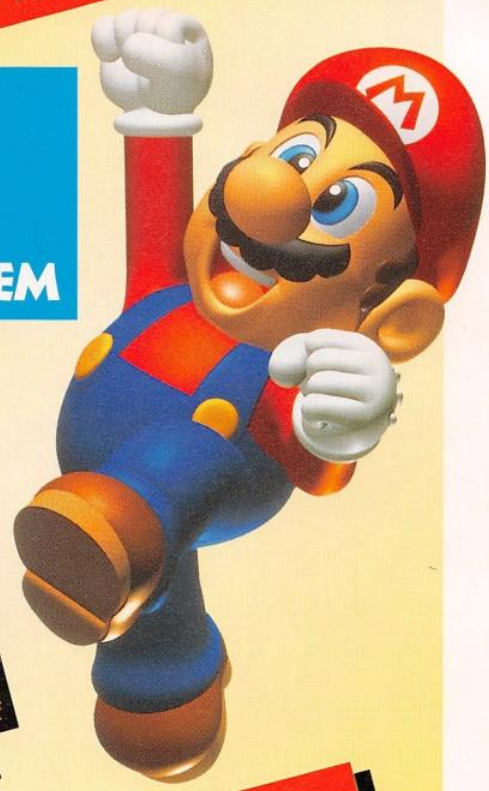
SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

THE ONLY SYSTEM THAT OFFERS A

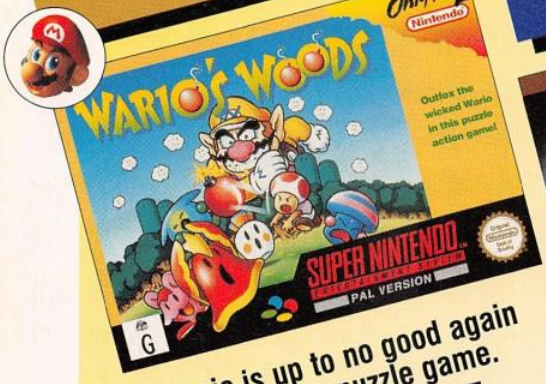
LIFETIME WARRANTY

BRAND NEW

GAMES NOW AVAILABLE ON THE SUPER NINTENDO ENTERTAINMENT SYSTEM



WARIO'S WOODS



Wario is up to no good again in this action puzzle game.

RRP $49.95

TETRIS 2

More mesmerising Tetris fun.

RRP $49.95

WINTER GOLD

Hot action on the ski slopes with 6 action packed winter sports.

RRP $79.95

SUMMER OLYMPICS

Compete against thirty two nations and actual Olympic records in ten exciting events.

RRP $89.95

KIRBY'S FUN PACK

Great family fun as you discover Kirby's amazing powers and special bonus levels. Excellent value 8 game pack.

RRP $89.95

1. Catalogue offers only available for purchasers from 30/9/96 - 31/10/96 (See Mission competition details in centre pages for entry requirements). 2. Offers only available while stocks last. 3. Offers only available from the retailer(s) listed in this catalogue. 4. All prices listed in this brochure are Nintendo Australia's RRP. 5. See leaflet inside game packs for full warranty details. 6. Prices may vary from store to store.

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

GAMES CURRENTLY AVAILABLE

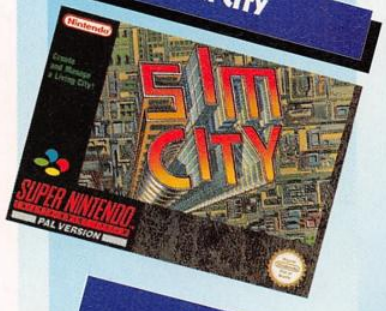
HOT TITLES

ALL $49.95

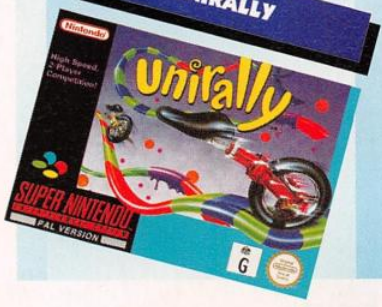
BUBSY

KIRBY'S GHOST TRAP

SIM CITY

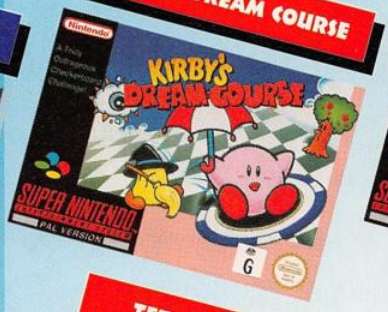


UNIRALLY



Was $69.95 NOW $59.95

KIRBY'S DREAM COURSE



TETRIS/DR.MARIO

Was $79.95 NOW $69.95

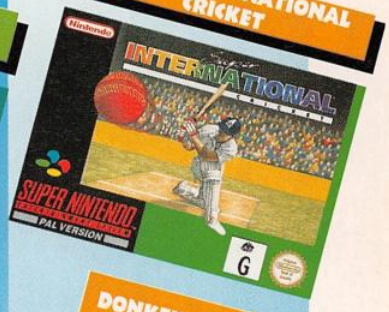
SUPER MARIO KART

SECRET OF EVERMORE

SUPER MARIO ALL STARS

Was $99.95 NOW $89.95

SUPER INTERNATIONAL CRICKET



DONKEY KONG COUNTRY

DKC2-DIDDY'S KONG QUEST

All products featured throughout catalogue with the extra Mario head (shown above) can receive a BONUS CASHBACK offer, see centre pages for details.

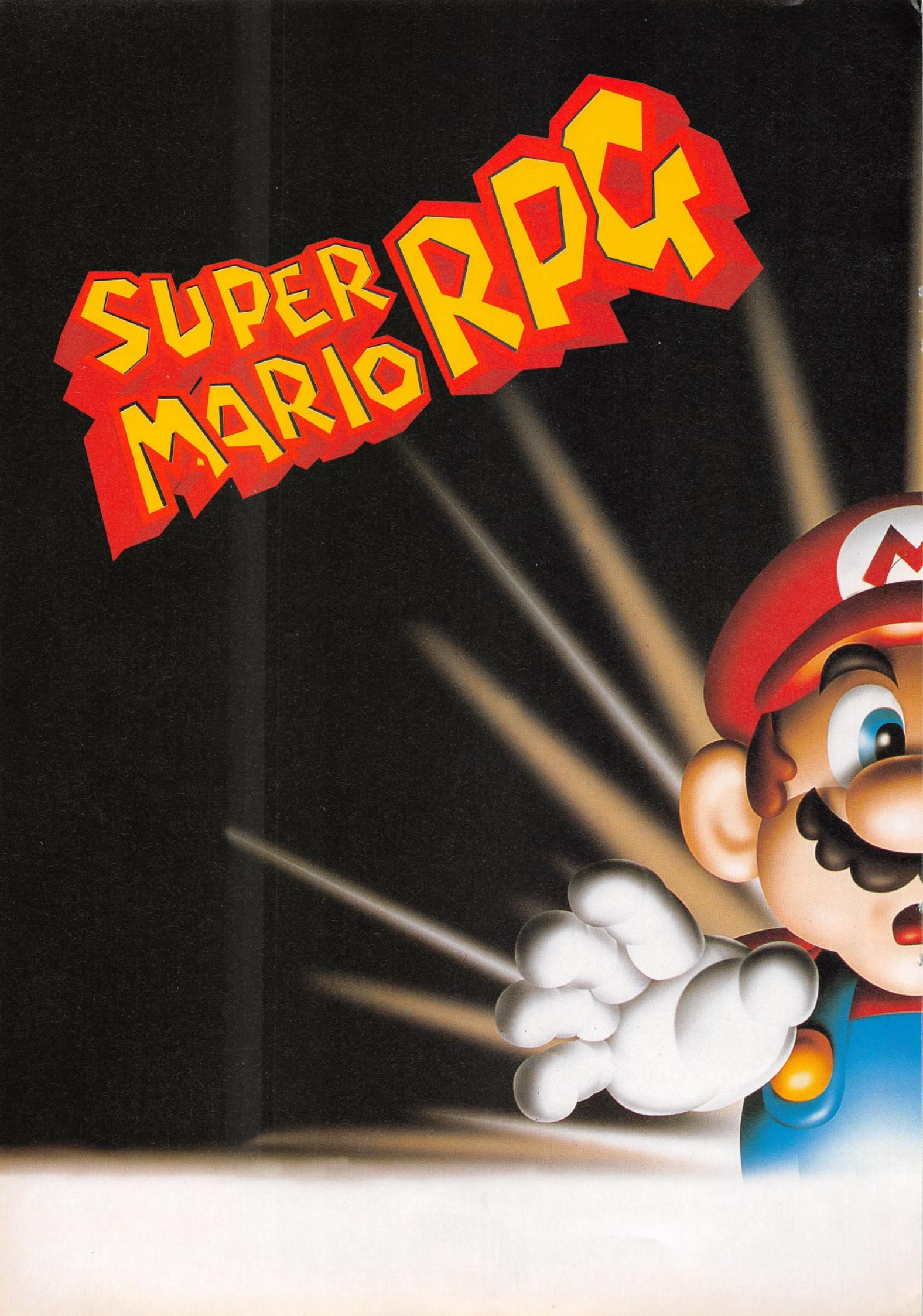
MARIO'S MILLION DOLLAR

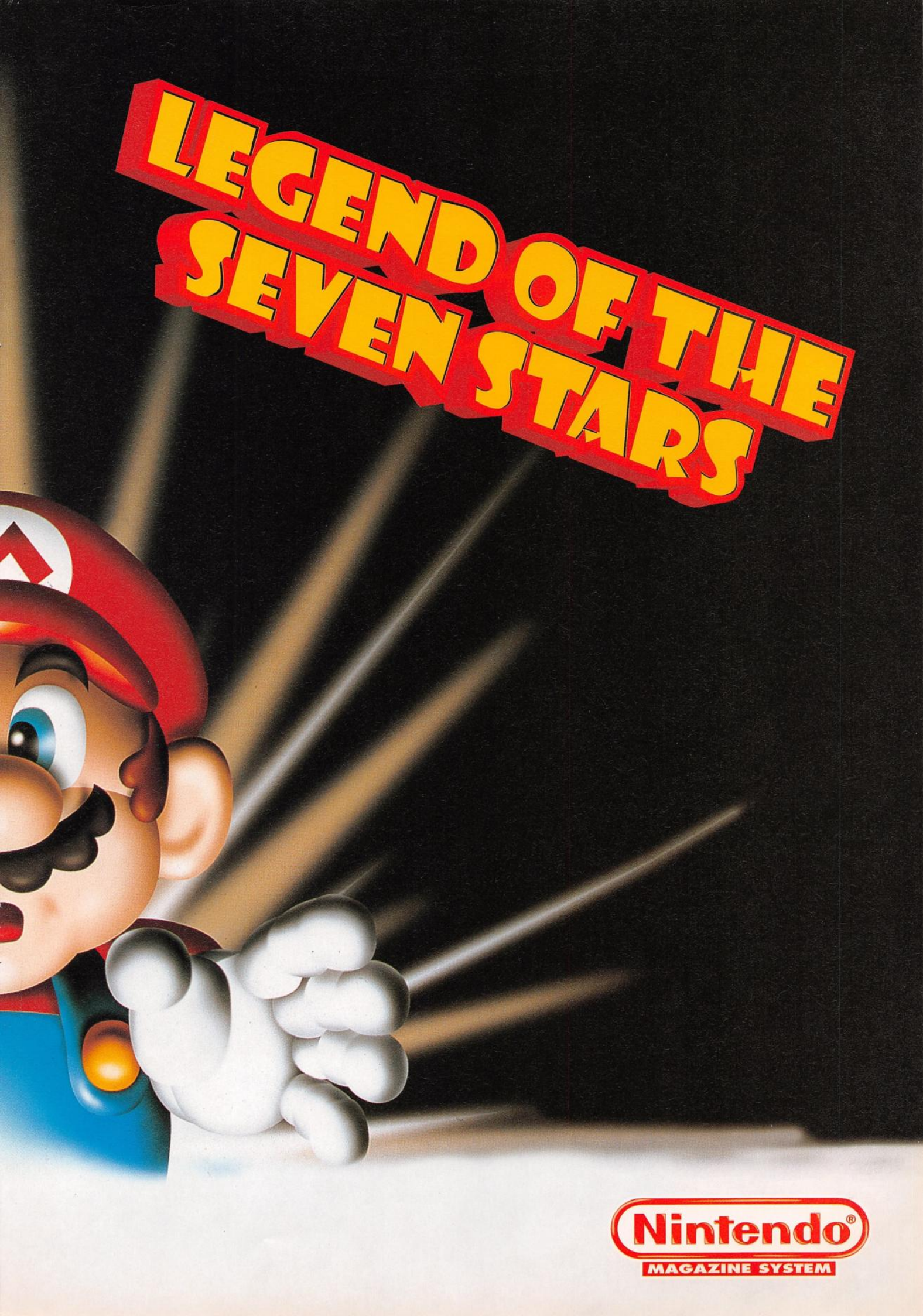
MISSION

Can you Dig a Million Bucks?

GIVE
ME
Nintendo®
MAGAZINE SYSTEM
ROCK & ROLL!

SUPER MARIO RPG




LEGEND OF THE SEVEN STARS
Nintendo®
MAGAZINE SYSTEM

ROLE PLAYING?

PAH!

Only For Nintendo

Mario presents the biggest promotion ever with

Mario's Million Dollar Mission.

During the months of September and October, you will be given the chance to

Dig a Million Bucks!

For your chance of digging into a million one dollar coins, all you have to do is:

1. Purchase any Mario Game from those shown below - to receive an $8 cashback on the purchase of a SNES Game or a $5 cashback on the purchase of a Gameboy Game, fill out the cash back section on the entry form at your local store.

Then

2. Count the Mario faces in this catalogue-including this one. Fill out the entry form at your local store and mail it back to Nintendo by last mail 14 October. You can also go into the draw to win a Colour Game Boy. One per participating store.

STAY TUNED TO ten READ TV WEEK AND BUY PIZZA HAVEN / EAGLE BOYS (W.A. ONLY) PIZZA'S

FOR MORE CHANCES TO **DIG A MILLION BUCKS!**

$8 Extra Cashback Offer

$5 Extra Cashback Offer

SEE IN STORE FOR COMPETITION DETAILS AND CONDITIONS OF ENTRY

GAME BOY

THE ONLY HAND HELD GAMES SYSTEM THAT OFFERS A LIFETIME WARRANTY.

AWESOME NEW TITLES

MEGA MAN 2

It's Quint'n time again as you take on the mighty Cyborgs over 9 exciting levels.

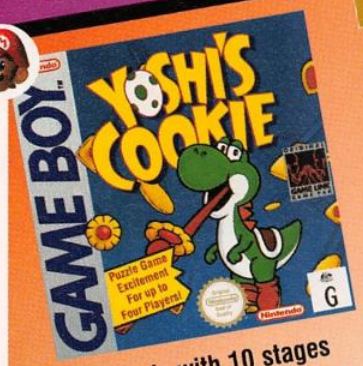
RRP $44.95

TETRIS BLAST

Classic tetris game, but watch out for the added blast.

RRP $44.95

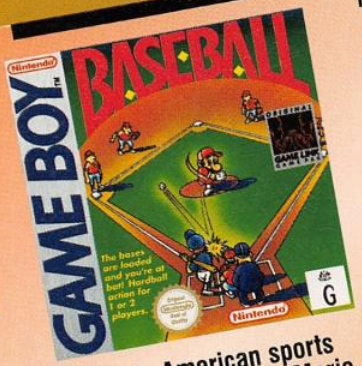
YOSHI'S COOKIE



10 rounds with 10 stages that you can play as either Yoshi, Mario, the Princess or Bowser.

RRP $29.95

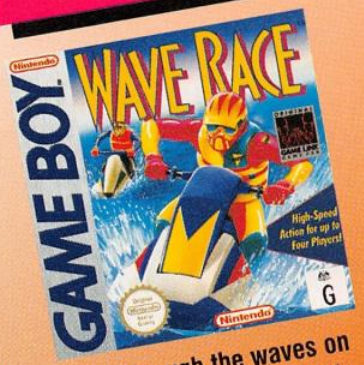
BASEBALL



Play this American sports classics, however as Mario, no one will be able to hit your fast ball.

RRP $29.95

WAVE RACE



Blast through the waves on one of three crafts on up to 8 tracks in this hot racing action.

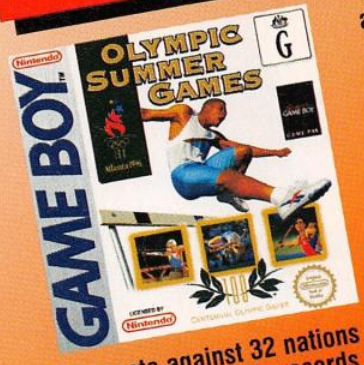
RRP $44.95

KIRBY'S BLOCK BALL

Four way, fast paced block clearing action that really tests your skill.

RRP $44.95

SUMMER OLYMPICS



Compete against 32 nations and actual Olympic records in 10 exciting events.

RRP $59.95

GAME BOY

CURRENT TITLES AVAILABLE ON GAMEBOY

ALL $29.95

DOUBLE DRAGON

DR.MARIO

F1 RACE

GALLERY 5 IN 1

GOLF

KIRBY'S DREAMLAND

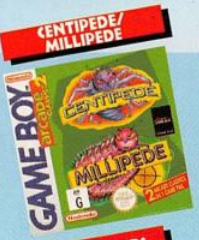
MARIO & YOSHI

MEGA MAN

ALL $39.95

ASTEROIDS/ MISSILE COMMAND

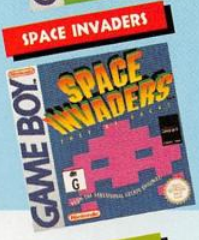
CENTIPEDE/ MILLIPEDE

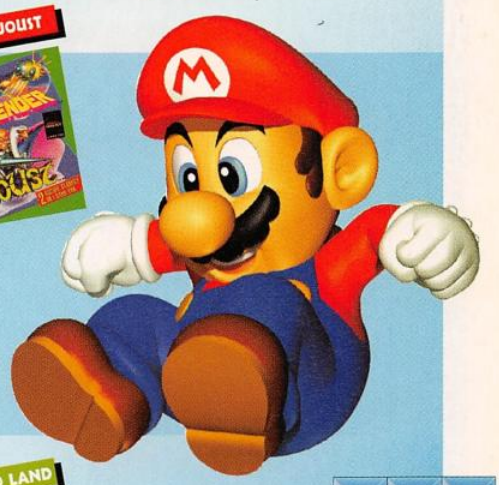


DEFENDER/JOUST

GALAGA/GALAXIAN

SPACE INVADERS





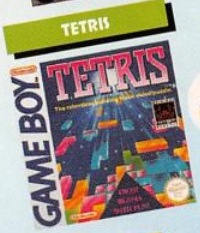
WAS $44.95 NOW $39.95

MARIO'S PICROSS

PAC IN TIME

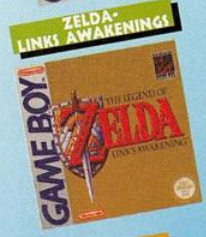
SUPER MARIO LAND

TETRIS



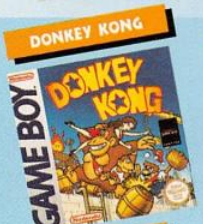
WARIO BLAST

ZELDA- LINKS AWAKENING



ALL $59.95

DONKEY KONG



DONKEY KONG LAND

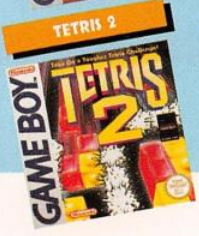
KILLER INSTINCT

KIRBY'S DREAMLAND 2

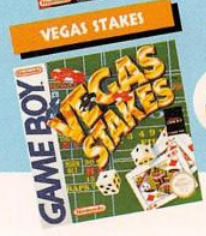
STREET FIGHTER 2

SUPER MARIO LAND 2

TETRIS 2



VEGAS STAKES



WARIO LAND (SUPER MARIO LAND 3)

HELPLINE

NEED HELP ON GAMEPLAY?
WANT SOME INFO ON

- Game and product reviews
- Nintendo information
- Game descriptions

CALL THE NINTENDO HELP LINE ON

1902 241 001

Legion Telecall call rate 75c per minute.
Calls made from mobile and public phones attract a highter rate.

OPEN 7 DAYS A WEEK, 365 DAYS PER YEAR FROM NOON TILL 9PM.
PRE RECORDED GAMEPLAY INFORMATION AVAILABLE 24 HOURS PER DAY.

SERVICE DEPARTMENT

- ☑ FOR AFTER SALES SERVICE,
- ☑ HELP WITH SYSTEM INSTALLATION,
- ☑ TECHNICAL ENQUIRIES AND
- ☑ FRIENDLY ADVICE

CALL THE NINTENDO SERVICE DEPARTMENT

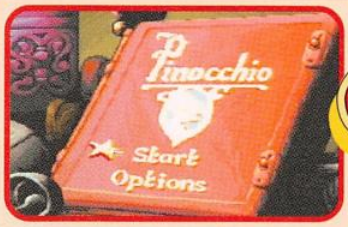
STAY IN THE GAME BY MAINTAINING YOUR NINTENDO PRODUCTS

SERVICE DEPARTMENT PHONE NUMBER

03 9265 9987

Nintendo®

Pinocchio



GAME CREDITS

- **BY:** Disney Interactive
- **DEVELOPED BY:** Disney Interactive
- **PREVIOUS DISNEY TITLES:** Aladdin, Toy Story, Donald in Maui Mallard
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** November '96
- **GAME TYPE:** Platform

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Infintie
- **OPTIONS:** Skill levels, Music

GAME INFO

- **GAME DIFFICULTY:** Easy-Medium
- **FIRST DAY SCORE:** Finished game on easy level
- **ALTERNATIVES:** Maui Mallard, Earthworm Jim, DKC

GAME CONTROL

- **RESPONSIVENESS:** Good

A — Kick right

B — Jump

X — Move right arm

Y — Spin

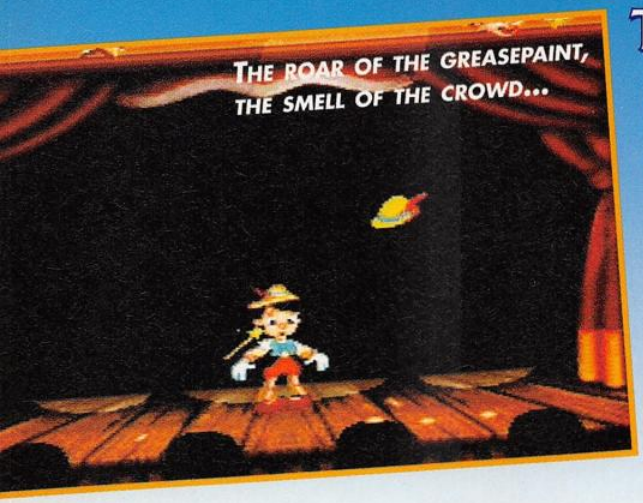
L/R — Nothing

S — Start: Start/Pause, Select: Skips storyline

Count the number of classic film animations and the list would not be complete without Pinocchio, Collodi's magical story of the wooden puppet who dreams of being a real boy. Now Disney Interactive have developed Pinocchio the video game, using scenery from the film and even drawing an extra 2500 animation cels for the occasion! Pinocchio's been a world wide star since his debut on the big screen way back in 1940 and now, 56 years later he finally makes his debut on the SNES.

On Your Best Behaviour

The game itself is basically a standard side-scrolling platformer which has been specifically designed for younger players and features our hero in a selection of scenes from the film, ranging from the fairground to the belly of Monstro, the giant whale! The aim is for Pinocchio to become a real boy by performing set tasks that are explained during the game. You'll know when a task is completed as the Fairy will present you with a special badge of truth, bravery or unselfishness. He must find or earn these three badges in each level to progress to the next stage.

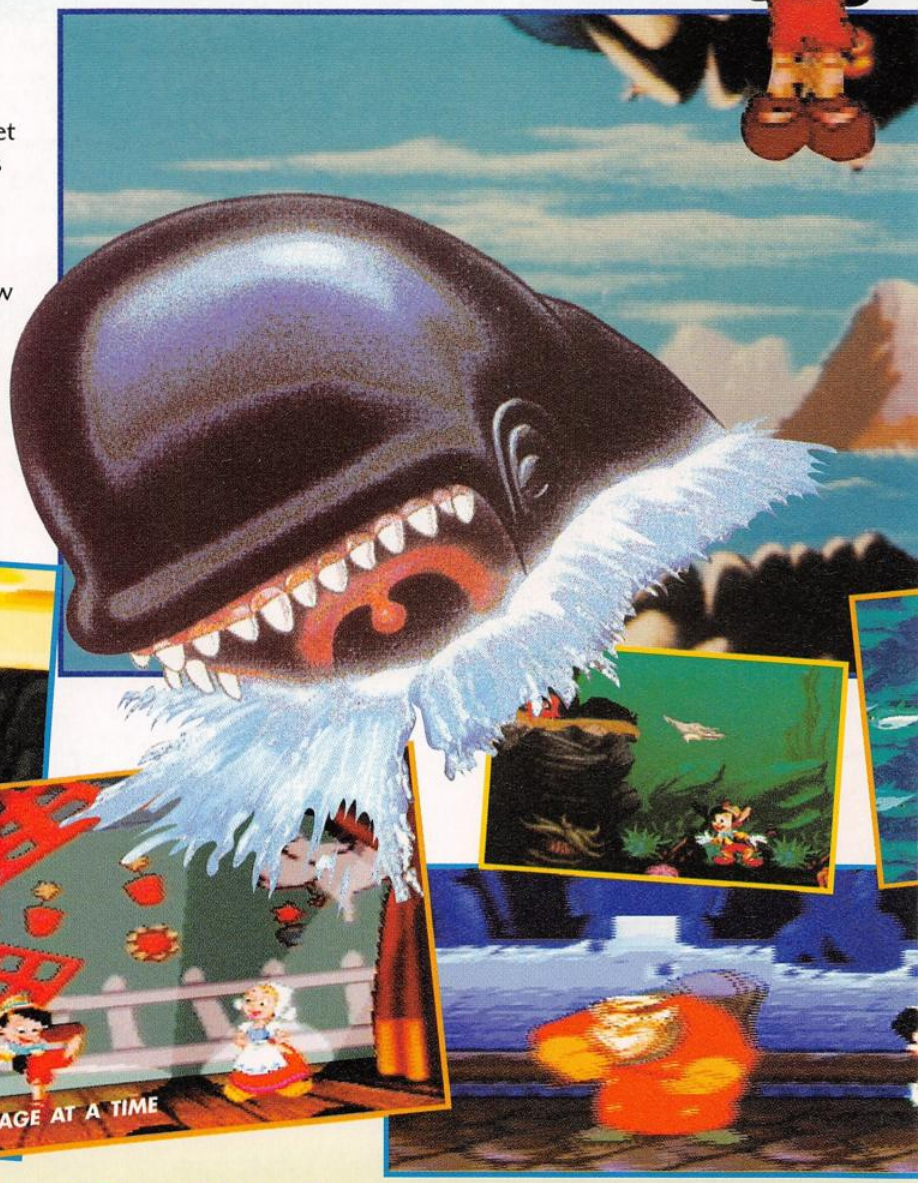


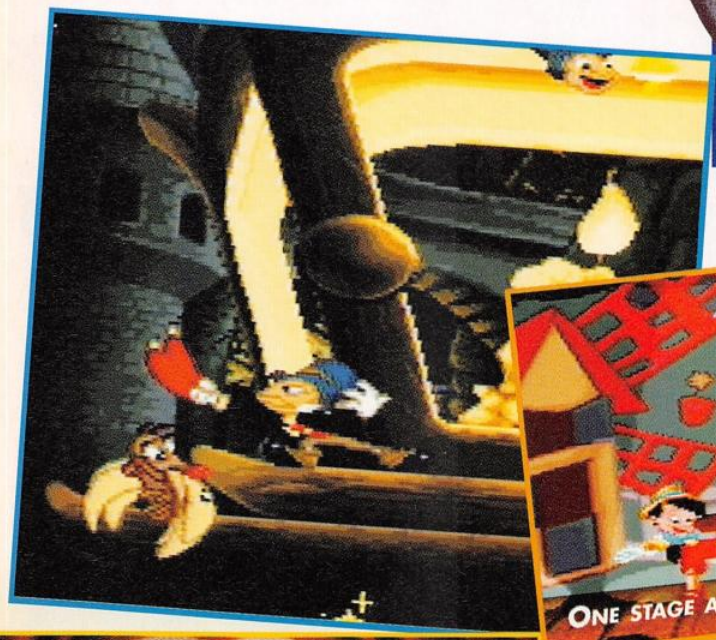
Take a Good Look

Pinocchio looks remarkably good for an oldie and Disney have pulled out all the stops on the graphics and animation. The game's appearance is really impressive, with beautifully rendered backgrounds and sprites with great movement. It's all a bit sickly sweet though, like the way Pinocchio daintily skips along, but all the elements of a good platformer are there. There are heaps of pick ups and a few bosses to contend with, but the emphasis is on exploration with the addition of secret levels and bonus games. You can also interact between the characters of Pinocchio and his partner Jiminy Crickett. Each have their own special skills and the key to the game is using each character at the right time.

Perform Darling, Perform!

On one stage you have to help Jiminy Crickett get rid of some annoying moths who are spoiling his view of the puppet show. To do this you must lure the moths into the candle light, then swat them with your trusty umbrella! Following this, Pinocchio gets roped into performing in the show himself. He has to copy all the other puppets' moves and if he gets them right he'll receive rapturous applause and bonuses from the audience. Get them wrong though and they hurl rotten tomatoes! Philistines... they just don't appreciate real artistes!





HEY DIDDLEY DEE,
AN ACTOR'S LIFE FOR ME...

Spin On This!

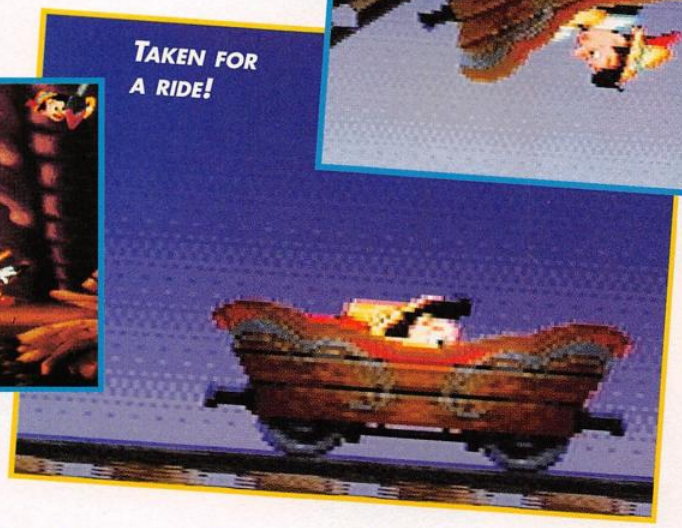
Don't expect any violent deaths in Pinocchio. Well, this is Disney after all! Ol' nosey's favourite form of attack is the spin, where he whips his leg round and swats villains with ease. You'll have to watch out though, as there are naughty boys in the fairground, some ghoulish nasties in the Coachman's stage and dear old Monstro lurking deep in the sea.

This last meeting happens when Gepetto, the old woodcarver who's gone off to look for his lost creation, ends up trapped inside the whale instead. Pinocchio's job is to find the whale and get swallowed up to find his friend, then build a fire inside Monstro's belly. Once the fire's lit, the whale will let out a sneeze of monstrous proportions, and hopefully blow Pinno and 'Petto sky high out of the water!

Getting Harder!

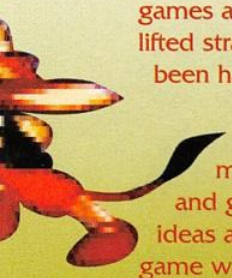
The easy mode's been designed so a kid can successfully complete the game and in this mode it's extremely difficult to take any damage. Through the use of special programming the game helps the inexperienced player along too. In expert mode though, things can get very hectic indeed. Here Pinocchio transforms from being just another kiddies' game into one of the toughest platformers you'll play! It's doubly entertaining as the actual gameplay is well thought out, and translates from the film really well. You can fly over the fairground jumping from balloons, or jump on the roller coaster to find the Coachman, and go on to rescue Gepetto.

The final nail-biting stage sees Pinocchio and Gepetto being chased by Monstro on a rickety makeshift raft. The water starts getting rough too. You must avoid the rocks and if the raft does fall apart it's not simply a case of every puppet for himself. If you want to complete the game you must remember to think of Gepetto before yourself, and if you impress the Fairy enough, she'll give you the Blue Badge of Unselfishness. Aaah, ain't it sweet...

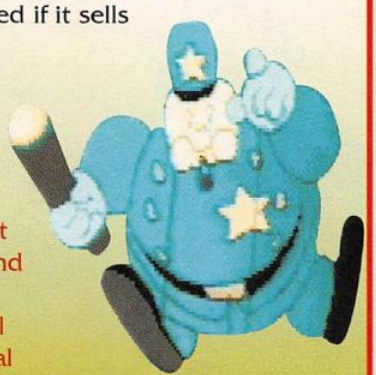


Strings Attached

Even though no expense has been spared in the presentation or gameplay, Pinocchio still has a few low points. There's not nearly enough originality in the gameplay to make it an instant classic, and the whole thing seems to lack the competitive edge which all platformers should have. Having said that, it's a brave attempt at transforming the best animated film ever on to a new format, and it's worked. Young players will really like it and we won't be surprised if it sells by the truckload!



Pinocchio is certainly the most impressive of the Disney games at the moment. It looks superb with backgrounds lifted straight from the film and the boys at Disney have been hard at work drawing all the new animation cels. It really does show – the movement of sprites and backgrounds is second only to DKC2. Having musical scores and settings from the film is all well and good, but there seems to be a lack of truly original ideas as far as the gameplay's concerned. Mind you, the game was designed with young kids in mind and serves it's purpose admirably and, along with Donald in Maui Mallard, should be among Disney's best sellers this year!

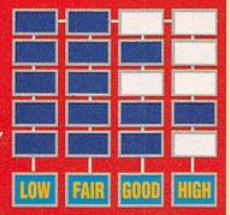


Comment Lou

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN



LONG-TERM INTEREST

GRAPHICS

▲ Sprites are big and well detailed and the backgrounds are really well designed to add extra depth to the game.

90

SOUND

▼ Oh dear! The sound's pretty clear and that's about as positive as you can get. Put your Walkman on instead.

68

PLAYABILITY

◆ The game itself is probably a bit too easy for most of you, but the controls are nice and responsive and the different tasks to perform add plenty of variety.

86

LASTABILITY

◆ Unless your name's Les, or you're fairly young, it may not last you too long, but for newcomers it's a fair introduction to platformers.

73

OVERALL

Pretty standard, if a little easy, platformer from Disney that's been specially designed for younger players. Short but very sweet.

80

Pinocchio

After all those years at the top, Pinocchio is still delivering the goods as he continues his adventures on the Game Boy. He's one of Disney's most enduring characters and has captivated brats all over the world. But can he still do the business on the old hand-held? We shall see...

GAME CREDITS

- **BY:** Disney Interactive
- **DEVELOPED BY:** Disney Interactive
- **PREVIOUS DISNEY TITLES:** Lion King, Toy Story, Pocahontas
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** November '96
- **GAME TYPE:** Platform

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** 5
- **OPTIONS:** Difficulty levels, Music, Sound FX

GAME INFO

- **GAME DIFFICULTY:** Easy
- **FIRST DAY SCORE:** Reached Monstro's Belly.
- **ALTERNATIVES:** Toy Story, Donkey Kong Land

GAME CONTROL

- **RESPONSIVENESS:** Good

(A) Jump

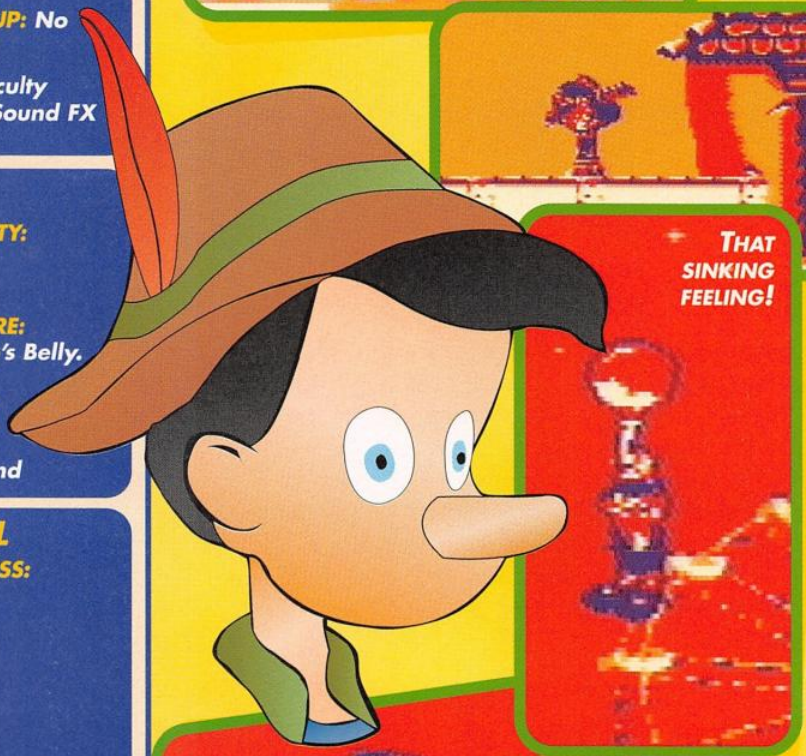
(B) Use Jiminy's umbrella

(S) Start: Start/Pause

(S) Select: Nothing

STAY OUT OF TROUBLE

As you might imagine, the emphasis here is not on killing bad guys, but on completing the tasks described to you at the start of each level. For instance, on level one the only mission you have is to take the correct route to school, avoiding the bullies and short cuts. But the merest whiff of violence does emerge on level two where you take the role of Jiminy Crickett. You've managed to find the best seat in the house for the puppet show that Pinocchio will be in, but your peace is disturbed by a group of moths attracted to the light. Your job is to swat the moths and settle down to watch the show.



UP AND AWAY!

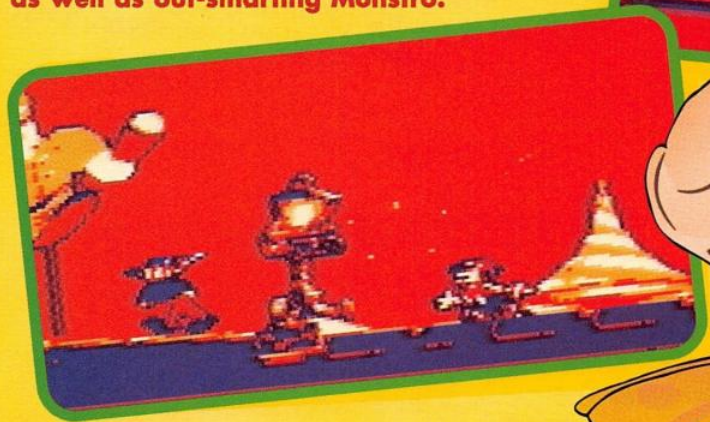
The only level in the SNES version that has been left out on Game Boy is the puppet show, where Pinocchio must copy all the other puppet's moves. Instead, the game moves straight on to the fairground level, where our hero must avoid Lampwick's cronies who throw bricks and fireworks at him! The trick is to find the balloon stand as quickly as possible and use the balloons to float across the level. Next you'll find an old roller coaster, complete with gaps in the track and bars lying across the route.

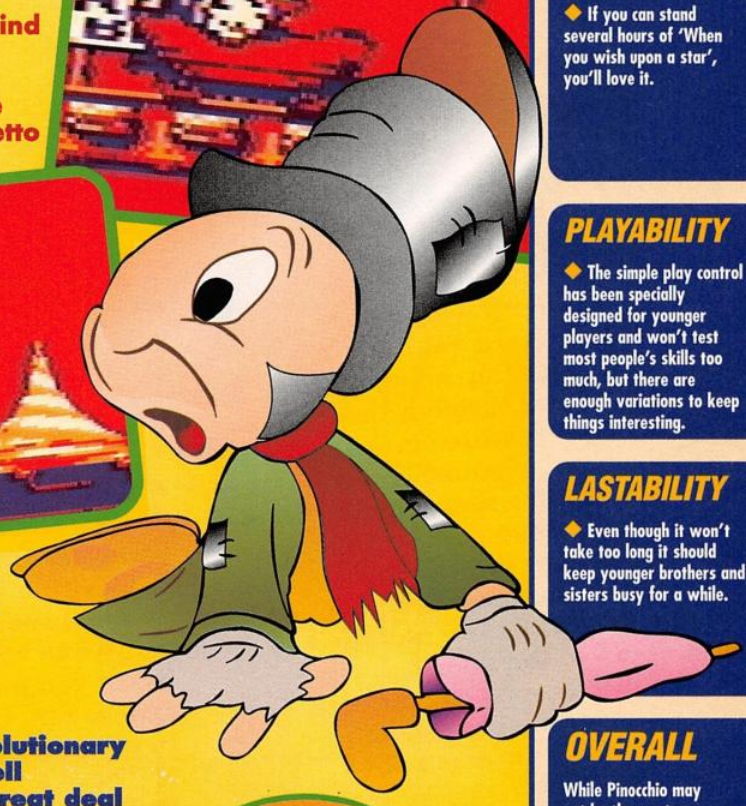
BLOWIN' IN THE WIND

Disney have included plenty of pick-ups to help out inexperienced players, ranging from books which give you extra continues, hats that earn you another crack at the levels, and magic wands to increase your strength. On your travels you'll probably spot loose pages floating around in the wind. It's important that you pick these up as they give Pinocchio special skills. The first page will allow you to fly higher on the balloons in level four, the second page will activate Pinocchio's special spinning attack to knock enemies over and the third page gives you the ability to jump higher to reach bonuses.

THE KRAKEN WAKES

The final levels are set inside the belly of Monstro the whale. While Pinocchio is searching for Gepetto, the puppet maker who created him, he gets swallowed up by the mighty critter. Luckily he finds that Gepetto has suffered the same fate. You must explore the insides of the whale to find dry bits of wood to light a fire. All the smoke from the fire will make the whale sneeze out you and Gepetto, and then the chase is on as Pinocchio must rescue Gepetto as well as out-smarting Monstro.





COMMENT

STEVE

Well, there's certainly nothing revolutionary about Pinocchio, but the game's well presented and it's obvious that a great deal of thought has gone into the gameplay. The variety here keeps your attention and all the graphics are clear and very detailed, and Disney have done what they do best yet again. At the end of the day though, it's been designed for a younger audience and so is difficult for an old finger-twitcher like me to appreciate. I guess I'm just gettin' on a bit...

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■		
ACTION	■	■	■	
CHALLENGE	■	■		
REFLEXES	■	■		
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■	■	
WEEK	■	■		
MONTH	■			
YEAR	■			

GRAPHICS

▲ All the characters are big and well defined, along with lots of detail in the backgrounds.

▼ The animation's a bit jerky in places.

86

SOUND

◆ If you can stand several hours of 'When you wish upon a star', you'll love it.

64

PLAYABILITY

◆ The simple play control has been specially designed for younger players and won't test most people's skills too much, but there are enough variations to keep things interesting.

78

LASTABILITY

◆ Even though it won't take too long it should keep younger brothers and sisters busy for a while.

69

OVERALL

While Pinocchio may not be the most challenging game you'll play this year, it's still very well designed and looks impressive on the screen.

78

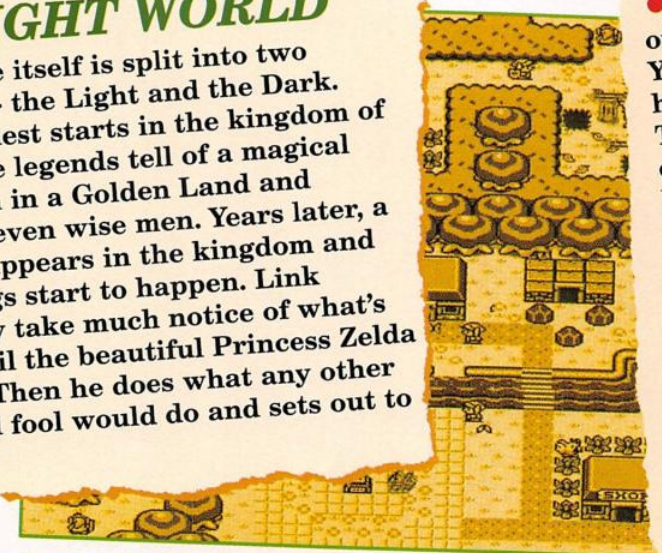
THE LEGEND OF ZELDA
A LINK TO THE PAST

INTO DANGER

Let's face it, we couldn't do anything on RPGs without mentioning Legend of Zelda - A Link to the Past. This is arguably the most popular role playing game in history and we get a regular healthy quota of letters on Zelda-inspired topics. So, if you've never played the game before and would like to plunge into RPG-ing, this beginners guide to the first world should help you get moving!

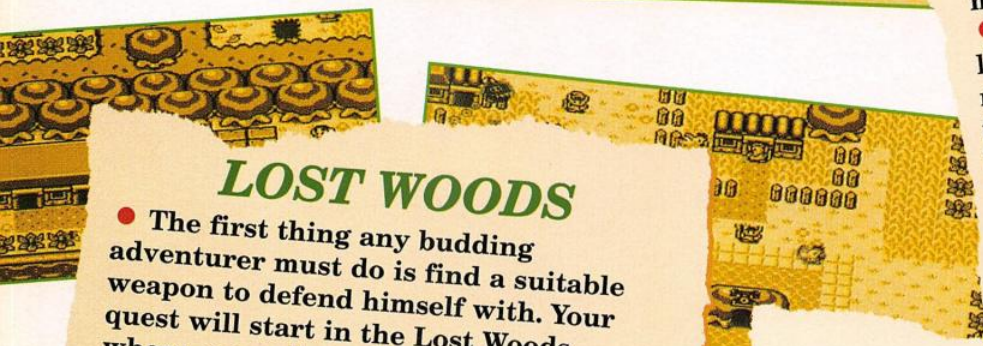
HYRULE - THE LIGHT WORLD

The game itself is split into two worlds - the Light and the Dark. Your quest starts in the kingdom of Hyrule, where legends tell of a magical power hidden in a Golden Land and guarded by seven wise men. Years later, a new wizard appears in the kingdom and strange things start to happen. Link doesn't really take much notice of what's going on until the beautiful Princess Zelda disappears. Then he does what any other pointy-eared fool would do and sets out to rescue her!



KAKARIKO VILLAGE

- The village of Kakariko is a vital source of information to aid you in your mission. You'll learn about different secrets and hear many stories of the seven wise men. To get all the info you must talk to everyone you meet, but be careful, as Link has been branded a traitor by the evil wizard who now rules Hyrule. Luckily most people will still trust you, but always be ready to scarper if you speak to the wrong person.
- The Inn should be first on your list of places to visit. You'll get plenty of information out of the people in the bottom room, and upstairs there's a bottle hidden in the treasure chest. Bottles are important as you can use them to store magic potions and life medicine.
- If you go into the House of Books, look closely and you'll see a book resting on top of the shelf. If you can find a way to get it down it's yours! The book is a pretty valuable item to have as it enables you to translate words on the statues scattered throughout the land.



LOST WOODS

- The first thing any budding adventurer must do is find a suitable weapon to defend himself with. Your quest will start in the Lost Woods where, according to legend, an age-old sword is hidden. Travel through the woods, avoiding the creatures lurking in the mist and the band of robbers and you'll find the sword in a secret area deep in the forest. It's embedded in an ancient monument with mysterious writing on the side. You must decipher the writing and follow the instruction before laying claim to the sword.
- Whilst in the woods, experiment with the surroundings by attacking some trees in the area. Many of them hold secrets and special items.
- Go to the east of the woods and you'll find a tunnel leading to Death Mountain. There's a load of villains in the way, but it's certainly worth the effort when you bump into the old man who will give you a very special artifact!

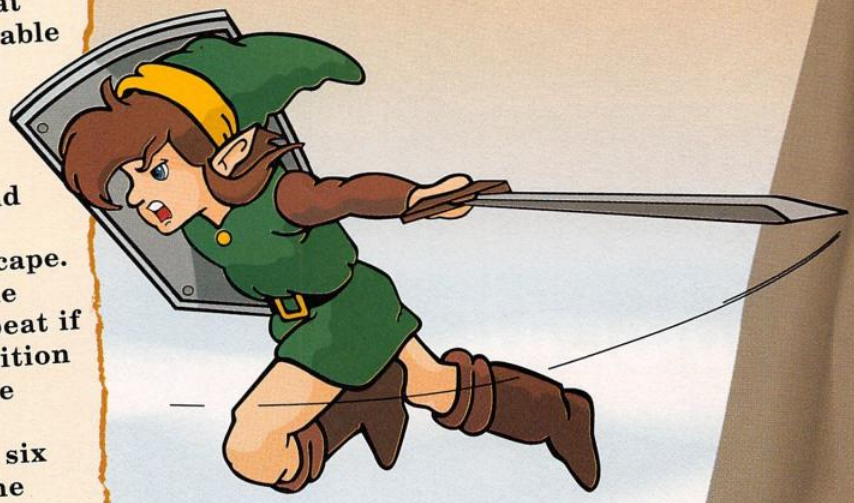
DESERT OF MYSTERY & CANYONS

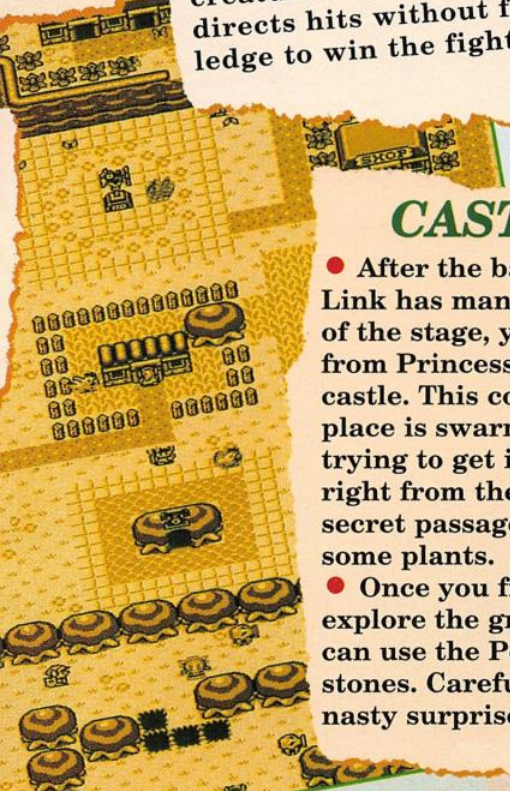
- Things start to get harder once you reach the desert. The book you collected earlier will come in handy, as the door to the Desert Palace is locked and the writing on the wall is in Mundoran.
- You'll soon come across a sleeping man who refuses to wake up when you try and speak to him. But if you pull up the signpost next to him, it should arouse him from his slumber. The signpost will come in very handy later in the level.
- There are plenty of traps to look out for in the Desert Palace, such as the towers which fire out laser beams if the eye sees an intruder. Look closely at the screen for hidden levers and secret areas to help you on your way. Keep a look out for some special items like Power Gloves, which help you lift huge rocks in search of secrets.

Tips & Tactics

DEATH MOUNTAIN

- This is a twisting, turning level with bad guys scattered everywhere. Link must fight his way to the top of the mountain to get the prized Third Pendant.
- It's a good idea to visit the old guy in the cave, as he treats you to a valuable and useful present. Also, if you die at any time during the level, you'll be able to start again from this point.
- Near the centre of the level you'll come across a rickety old bridge with some pieces missing from the bottom. The trick is to find the Hookshot, a useful device that allows you cross gaps in the landscape.
- Moldorm is the final boss in the level, and can be pretty hard to beat if you get your strategy wrong. Position yourself on the largest part of the floor and aim your sword at the creature's tail. You'll have to get six directs hits without falling off the ledge to win the fight.





CASTLE OF HYRULE

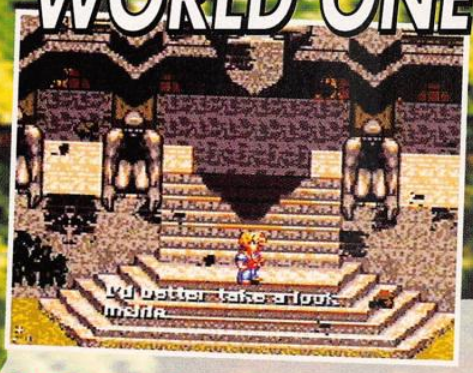
- After the battle at the end of the last level, Link has managed to lose his sword. At the start of the stage, you'll receive a telepathic message from Princess Zelda telling you to search the castle. This could be pretty difficult, as the place is swarming with guards. Don't bother trying to get in at the front entrance. Go to the right from the main gate and you should find a secret passage into the castle hidden under some plants.
- Once you find Zelda, go to the Sanctuary and explore the graveyard nearby. Remember you can use the Power Gloves to move some of the stones. Careful though – you may find some nasty surprises under a few of them!

If you haven't played an RPG before, A Link to the Past is the perfect game to start your role-playing career. While it's quite easy to get into and there are no really difficult areas, it will still test your brain more than most other games with its puzzles and hidden bonuses.

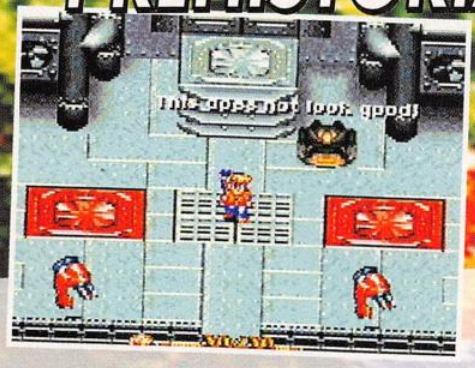
SECRET of EVERMORE

By far the largest number of tips requests we get here at NMS are for RPGs. Just lately we've had a good sack-full asking for tips on Secret of Evermore, but instead of handing it over to Skull and his Nun, we thought we'd really get stuck in with a full players' guide to the Evermore worlds!

WORLD ONE - PREHISTORIA



At the start, chase after your dog and you'll enter an old laboratory in a decaying building.



The first villains you meet are a pair of guard robots who can be blown away with the bazooka that you'll find hidden in a chest.

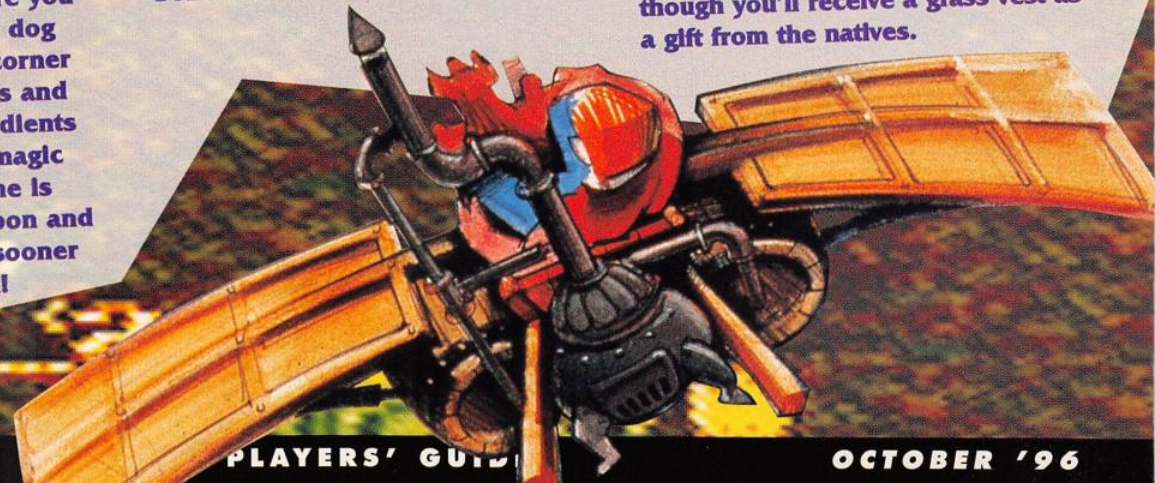
Before you've had a chance to blow the top of your smoking weapon though, you'll be transported in style to Evermore itself.

Raptor Attack

The island of Evermore is covered in dense jungle with clearings and paths between them. Make sure you and your trusty dog explore every corner for water, herbs and the other ingredients necessary for magic spells. The bone is your first weapon and you'll need it sooner than you think!

You'll come across a large bush which quivers occasionally. This is full of Raptors and, to make things worse, you only have your animal bone for defence.

Try and fight off the Raptors with the bone, but don't worry too much if you lose – you'll end up back in the same place anyway. If you do manage to kill any of the monsters, though you'll receive a grass vest as a gift from the natives.



Village People

When you come to your senses you find yourself in a small village on the edge of the jungle. Explore the area for ingredients and talk to the locals to find information. Seek out the leader's hut which is in the centre of the village.

Fire Eyes will make a deal with you. She gives you a special magic spell known as 'Flash' if you promise to go and find Strong Heart, the village alchemist, who has mysteriously disappeared. Exit the village in the bottom right corner and make your way through the remaining jungle, picking up ingredients as you go.

There are plenty of bad guys lurking out there as well, but rather than just swatting them with the bone, use your magic spell on them. Don't worry about running out of power as the more you use the 'Flash' spell the more powerful it becomes!

Getting The Runs

Follow the jungle path and eventually you'll come to the Quicksand Fields, a rocky desert dotted with dangerous pools of sand.

Let one of the sand whirls swallow you up and you'll surface just outside a cave.

Enter and you'll meet an old man who'll sell you the Jaguar Tooth Ring. This little piece of jewellery comes in very handy in this area, as it gives you the power to run like the wind to get out of sand whirls.

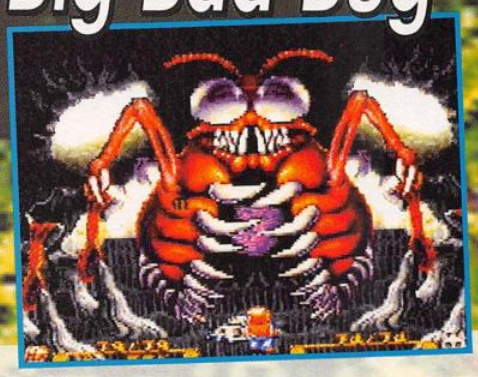
What A Hard Ball

Head south in the desert area and make for the next stage – Bugmuck Swamp.

As soon as you enter this area, follow the path down until you find another cave hiding an old man who should give you the 'Hard Ball' spell.

Having collected this useful spell, take the bottom left route from the cave until you find a huge insect leg. Now just follow the route until you come to a maze, and make your way up to find the first big boss in the game.

Big Bad Bug



Thraxx is one king-sized bug and master of the swamp and will prove the biggest test of your skills so far, but as long as you come prepared he shouldn't be too much of a problem.

Throughout your journey you've been accompanied by your faithful canine friend. Go to the option screen and set him to Attack mode. He should take care of all those troublesome grubs swarming all over the place, leaving you free to take on the big guy.

Just keep whacking his rib cage with your bone until it opens up. Then run in quickly and use either the Flash or Hardball spells on him to finish him off.

It's Raining Acid

Thraxx will need at least six hits before he finally kicks the bucket, so you'll need to be well stocked up with potions to create your spells. And remember that you can always sell things to the alchemists as well as buying from them.

When Thraxx finally turns up his toes, break open the cocoon at the top to free Strong Heart. He'll reward you with the Spider's Claw, which should help you cut through dense undergrowth.

When you get out of this dark and gloomy place, walk along the edge of the cliff until it veers to the left. If you turn right here you should be able to walk through a wall which will lead you to yet another old duffer who'll reward your efforts with another magic spell – Acid Rain!

Fire In Her Eyes

Head back to the village for another conversation with Fire Eyes. She's pretty grateful to you for rescuing her alchemist and will treat you to the full selection of her magic potions. You'll also get the information for your second mission.

She tells you that she's very worried about a volcano that lies to the north of the village. It seems to be cooling down and this could have a harsh effect on the village when the winter comes. It's all down to you now!

Once the meeting's over use the north east exit of the village and carry on left, hacking through the bushes as you go. Soon you'll bump into another old guy who gives you the Defend spell. Oh, and don't forget to relieve the pots of their items as well.

Carry On Up The Jungle

After Fire Eyes has given you your new mission, walk back through the village and take the bottom exit point.

Carry on left through the jungle, using the Spider Claw to make a path for yourself. You'll soon find a small pot concealing a shell hat.

Pick up the hat and continue until you come to another hut. This one belongs to Strong Heart and if you speak to him nicely, he might just give you the Cure spell.

Spending Spree

Now go back to the village and just spend, spend, spend!! You'll need to get heaps of ingredients for magic potions and treat your dog to some biscuits to keep his energy up.

Head north out of the village and soon you'll come to some caves. Pass the first and you'll come to another where an armourer will sell you the Shell Plate Armour.

Back to the first cave then it's north to find a pathway to the next stage – The Mammoth Graveyard. Follow the same path upwards for long enough and you'll run into a bunch of vipers.

Long In The Tooth

Vipers are evil creatures and should be dealt with by a combination of force and magic. The best way to get rid of them is to go to the far left of the area, wait for them to come into view then attack them with spells and the Boneshaker.

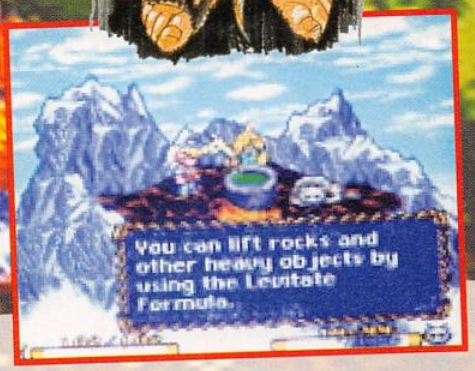
To beat the leader of the Vipers, use your Flash and Hard Ball spells. Another old man will appear and hand you a healing spell. It turns out that the Vipers were guarding the awesome Horn Spear, and seeing that there's no one else around, you might as well pick it up!

Skaly Skin

After exchanging pleasantries with the old man, go straight through the mammoth's skull to find the path leading to the volcano. As you enter the skull a kindly gatekeeper will let you have another Heal Formula.

Go to the volcano where you'll find plenty of caves to explore. Careful though, one of these will slam the door behind you when you enter and trap you inside with three hungry Raptors!

Floating On Air



Work your way to the very end of the path and you'll find a bare patch of land. Use your claw to hack away the bushes surrounding it to reveal a second bare spot. If you step on the left of the two patches, you'll find that they're actually geysers and will blast you up to a ledge.

You'll be blown skywards and will eventually come to another cave to your left with another geyser inside. Step on this one to be powered all the way up to the top of the volcano!

When you're at the top you'll meet a hermit brewing up his potions. If you stay and talk he should reward you with the Levitate spell.

Monsters And Mud-Peppers

Head east at the bottom and follow the path to Blimp's Bog where you must defeat plenty of Frippo creatures and beat the maze. Just as you meet Blimp the awesome sea-creature Salabog appears.

The best way to defeat him is to use your Horn Spear, making sure you power it up to at least Level Two. When the monster dies, Blimp will let you have the Mud Pepper you need to make the Levitate Formula work.

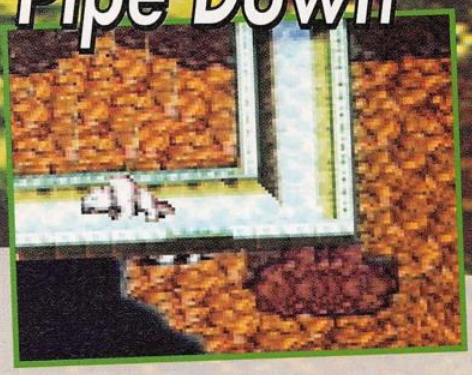
Keep an eye out for other Mud Peppers lying around throughout the maze – you'll need more than just this one. It would be a good idea to save the game here. You don't want to go through all that again!

Vicious Viper

Now you can go back to the blocked cave that you passed on your journey to Blimp's hut. Use your new levitation powers to shift the rock out of the way and go through the entrance.

The huge maze area harbours heaps of ingredients and useful items so keep your eyes peeled! Before you can leave the maze you'll have to collect the final Mud Pepper by defeating the Viper Commander guarding it.

Pipe Down



The next area to negotiate is the water pipe maze. This can be tricky but work your way through it steadily and pick up all the ingredients you find. Just after you find the wax, enter the pipe to the left and follow it round until you see a flashing yellow light.

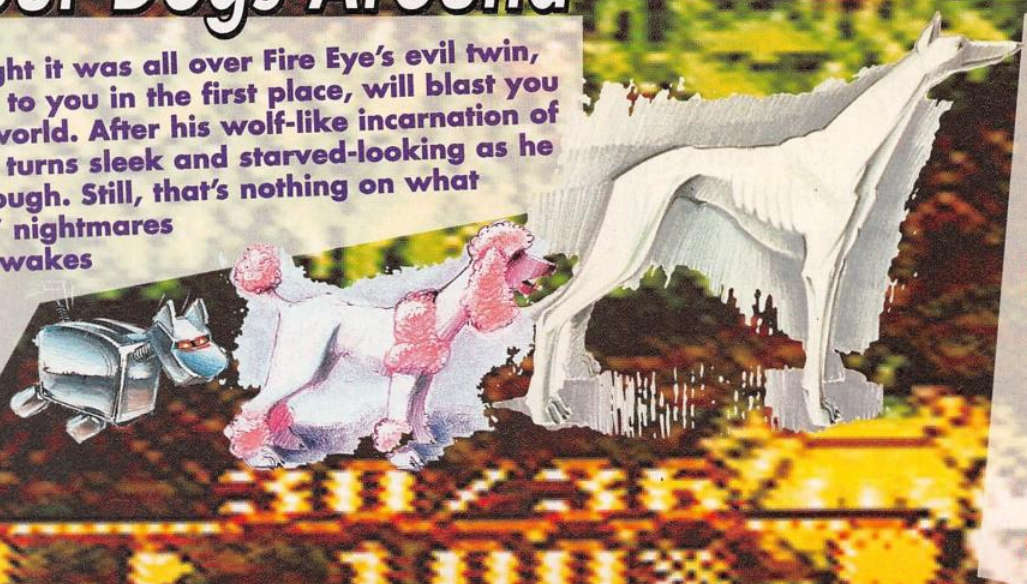
Drop down the pipe at this point and into the room below. Flick the switch in the corner and speak to the Good Viper. Save your game again here before you go out of the tube and through the gate to meet Magmar, the end-of-level boss.

Magmar will take 1000 hits to die so be careful during the battle – he'll use underhand magic tricks as well as direct hits. You can counter all this by charging up the most powerful weapon in your armoury and switching between hitting him and using plenty of magic.

Swap Your Dogs Around

Just when you thought it was all over Fire Eye's evil twin, who set Magmar on to you in the first place, will blast you off into the second world. After his wolf-like incarnation of this level, ol' Woofy turns sleek and starved-looking as he helps guide you through. Still, that's nothing on what follows, as all dogs' nightmares come true when he wakes in pink poodle and metal toaster form!

Look out for our guide to the mysteries of Level Two – Antiqua.



SECRET OF EVERMORE

ENZO'S ESSENTIAL GUIDE TO THE WORLD OF JAPANIMATION!

anime action

ANIME ARTWORK AHOY!

Back in our July issue we gave you the chance to win a copy of the Giant Robo series on video by drawing us your impression of the Robot Battles from the series. We've had heaps of great drawings and Siren Entertainment (thanks for the prizes guys) helped us pick some worthy winners. And here they are in all their glory.

First Prize winner here is Amy Black from Dysart in Queensland who gave us this orange masterpiece. She'll get a copy of the three vids along with a Ghost in the Shell poster and a Streetfighter headband.

First runner up was Sam George from West Moonah in Tasmania. Expect your vids soon Sam!

Second runner up was Paul Hodgson from Wodonga in Victoria. Paul sent us a whole comic book full of drawings. (Sorry we can't print the whole thing Paul!)

Thanks to everyone who took the time to do us a drawing and look out next month for our Ghost in the Shell winners.

1ST PRIZE – AMY BLACK, DYSART

Club Scene

Here's all the latest news and contact information for local Anime and Manga fan clubs around the country. If you know of any others I've not included then send me the details by post or email (addresses on the Mailbag page). If you do send me any club information please make sure you include details of where you're based or where you meet as we like to try and include club info by State.

ACT

Canberra Anime Society

The Canberra Anime Society meets for screenings every three weeks at the University of Canberra Union Theatre.

At their October screenings they'll be showing plenty of great anime including Fushigi Yuugi and Marmalade Boy, amongst other things. It'll cost you $4 to get into each one. Apart from the above, they've no firm screening plans for these dates as we go to press but go along anyway and see what's happening.

If you want any further information you can contact the Society by writing to David Geeves at PO Box 89, Scullin, ACT 2614 or you can check out their Web page which you'll find at http://www.tpgi.com.au/clientp/rin/cas.html.

Western Australia

Japanese Animation Fans of Western Australia

JAFWA started about five years ago when a group of friends used to get together and watch videos. Since then things have snowballed and they now regularly have about 120 people at each screening!

They try to cater for everybody and show a real range of stuff (most of which is subbed not dubbed) and meet every Saturday between 5pm and 10.15pm (except for the first Saturday in the month) at the Weatherburn Lecture Theatre, University of Western Australia. Admission is $3 on the door but and they plan to show the following between October and December: Grave of the Fireflies, Ghost in the Shell and Whisper of the Heart.

You can get more from Tom Edge at 38 Dilkara Way, City Beach WA 6015 (email: tom@gmbcs.com.au) or Michael Beckmann at PO Box 801, Fremantle WA 6160 (email: michael@gmbcs.com.au). JAFWA also have a Web page and you can find it at http://www.iinet.net.au/~gmb/jafwa.html. There's also an FTP Archive where you can download stuff (ftp.iinet.net.au/pub/art/anime).

Queensland

Anime Australia

Based in Brisbane, the club meets on the first Sunday of every month at 10.30am at Floor 2, 99 Elizabeth Street, Brisbane. Annual membership is $5 and each meeting costs $2. Their postal address is PO Box 464, Toowong, Qld, 4066 or you can email them at adathono@cc.uq.oz.au.

Tasmania

The Tasmanian Anime Society (TAS)

The contact here is Dean "Dino!" Prenc at 33 St George's Terrace, Battery Point, Hobart TAS 7004. You can ring him on (002) 248412 or email him at deprenc@postoffice.utas.edu.au.

Victoria

Melbourne Anime Society

The society meets every second and fourth Saturday of the month from 1pm to 6pm to watch Anime, talk, and read Manga. They don't schedule specific things to view as they like to show whatever they can get hold of but titles in the offing over the coming months or so include Irresponsible Captain Tailor, Nadia of the Mysterious Seas, Evangelion, Gundam 8th MS Platoon and Fushigi Yuugi.

Annual membership is currently $36 (half price if you're a student) and this includes borrowing rights of the society's loaning collection. More info from Robert Thompson at PO Box 247, Glen Waverley 3150 or email at Robert.Thompson@dbce.csiro.au.

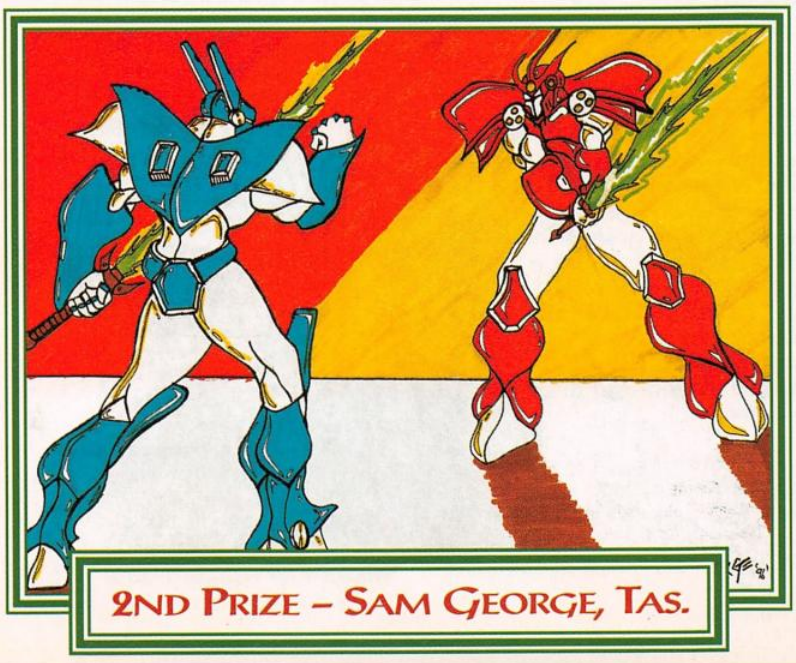
Northern Territories

Northern Territory Japanese Anime Society (NTJAS)

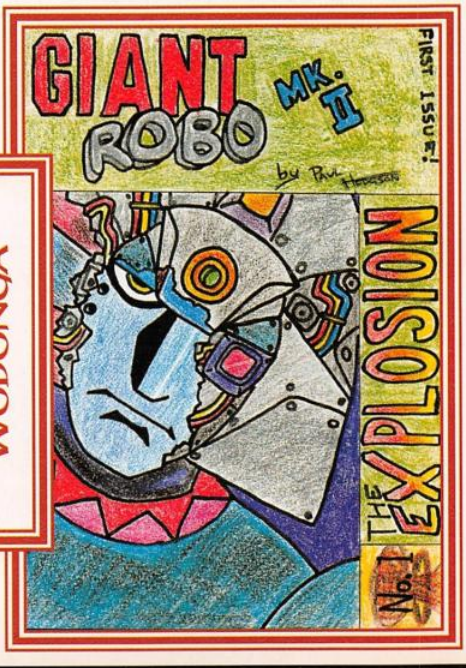
Founded mid-'94, NTJAS hold screenings each Sunday in the main auditorium at the NT University Casuarina Campus. They start at 6pm and usually last three hours. The entry fee is $4 but if you join the society (annual fee $5) it'll only cost you $2 for each screening. If you're a Uni student you can get in for $3. On the cards for the October screenings are the following:

6th Oct: Ranma 1/2, Urusei Yatsura, Patlabor (19), Dirty Pair Flash II (3), DNA2 (15). **13th Oct:** Patlabor (20), Fushigi Yuugi (4), IRIA (5), Dirty Pair Flash II (5). **20th Oct:** Ranma 1/2, Urusei Yatsura, IRIA, Green Legend Ran 1. **27th Oct:** Patlabor (21), Fushigi Yuugi (5), Dirty Pair Flash II (5), 3x3 Eyes II (2).

For more info contact any of the following by email.
Royce Foo (President): foor@acacia.ntu. edu.au
Mark Moore (Treasurer): markm@it.ntu.edu.au
Michael Kosmidis (Secretary): mkosmid@acacia.ntu.edu.au
Joe Parry (Vice-President): djp@it.ntu.edu.au.
Alternatively you can check out their Web page at http://morinda.ntu.edu.au/itss/societies/NTJAS/ntjas2.htm.



2nd Prize – Sam George, Tas.



3rd Prize – Paul Hodgson, Wodonga

Nintendo MAGAZINE SYSTEM

mailbag

There's mail in that there bag!

One of the others came to visit me last week, (I don't know which, I can never tell them apart). He or she came in with nursie and I was most shocked to see that it sported a number of hairs in a massed growth from somewhere on its face! I told it, I said to it: In my day we would have been shipped off to special camps for the hairy. There we would have been farmed for our growths, and the resultant snippings taken away for disposal in pillows for the poor and shirts for nuns. That told it!

After that they left and I didn't have any more visitors that day. Just nursie with her own sweet hair and pain inflicting implements.

IS IT LOVE?

Dear Les,
The following letter is for my sweet love, the writer of the 'And Again' letter in Issue 40.

You have swept me off my feet with an immeasurable flood of emotion, emotion I have never felt with such intense magnitude. Your letter was a window, a window to your life, to your mind. I want to gaze – for just one brief second into your eyes, the windows to your soul, and see you for who you really are.

Place me like a seal over your heart – like a seal between our lips, for love is as strong as death, its jealousy unyielding as the grave. It burns like blazing fire, like a mighty flame. Many waters cannot quench love; rivers cannot wash it away. You have stolen my heart – without it I can only die, but my heart must not. It must remain unbroken, continuing its beat together with your own.

We may never be together, but there is always hope. It is this faint hope that will carry me throughout the many days, the many nights that life will bring. I will always be hoping, always waiting for the day when we reach our sunset, when we will be together, for our day has only just dawned.

I am afraid that for now my time is up, and I must leave. With this letter I send, my love, two kisses. One for your soft cheek and the other to forever rest deep within your soul, beside your beating heart. As the gentle afternoon breeze softly blows through your bedroom window, across your soft face, it will always whisper 'I love you'.
Ben.

Sniff sniff! Oh dear, this sort of thing brings a tear to my ducts. I'm certain it is really heartfelt and deeply meant. Someone somewhere must be moving in their sleep and possibly drawing small doodles on the back of a school book as a result.

NICKY CAM, VIC.

'SMN', MICHAEL GREGORY AND JARED COLLIS, NSW.

ON THE OTHER HAND...

Dear Les,
You're a coward, you're an ape. I challenge you to fight Skull. Spineman, you're gonna die for saying that Skull was a loser. Mitchell Clifford, you're a d*head. And you two, Pisces and Bindi, you're COWS.**
Mr Burns, Left at Hell.

It is true, I am a coward and an ape, but I have a very clever set of disguises and always carry several pictures of large policemen to frighten off dangerous crims like yourself.

LISTEN UP BRENDAN!

In Issue #40 I was reading about a boy called Brendan Par Par who was giving the King of Video Games, Sonic the Hedgehog, a lot of !@*% and I want to meet up with this frigging pain in the neck and kick his arse inside out. Nintendo doesn't rule video games, neither does Sega, but Video Games rule Video games, and anyway, Sonic has been in more Video games than that fat-arsed, moustachioed *?!@%$ plumber so could you please give me this loser's address. Thank you, Oh Great Les.
Brendan Green, a very long time Video Game lover.

Brendan, you are Brendan! No-one else is called Brendan (except Brendan of course). So you need to go round to your own house and kick your own arse inside out. (Unless there are more Brendans than I think there are – hmm).

PALRPGNMS!

Dear NMS,
Please print this, for I am really angry. Why do PAL people miss out on so much? I just heard recently that Super Mario RPG is not going to be released on any PAL format. Why?! If they can afford to release it in Japan and America, tell me it's fair that Australians and Europeans miss out!

And that's not the half of it. Out of the fourteen MegaMan platform games which span over all three systems, did you know that only five were ever released here? I don't think that's especially fair.

And then there's the RPG issue. I have read in NMS (as well as foreign magazines) how great the likes of Final Fantasy III and Chrono Trigger and Secret of Mana 2 are. But are they ever going to be released here? Nooooo.

Why are we not noticed? Why can't we make the world realise that we'd like some decent games as well? Australians demand justice, not converters.
Peter Jenkins.

It is a bit of a pooh that we have to suffer in this way. I spoke to Ed on the phonograph and he agreed, and told me to say stuff about us bringing you details of games even when they're not available here because er, oh, I've forgotten that bit. Anyway, all of us need to keep pressing for distributors and importers to recognise the potential for their big big sales and our un-un-converted pleasure. Keep moaning to us and we'll keep moaning for you, and one day a giant moan will rise up into the sky like a whirlwind and go WHOOOooo.

BIGGEST FAN

Hey Les,
Hi, I'm Link. I just wanted to know how people can like Sega more than Nintendo just like those guys Ben B. and David C. in Issue # 38. Ashley Darch thinks he is Nintendo's biggest fan! I am! Anyone who disagrees with me is an idiot!
Yours truly,
Link. J. McElvenny

P.S. Could you show my envelope in Skull's page? Thanks.
P.P.S. Does every letter get through?

Every letter gets through, I'm sure. Space and time and some occasional disgusting and god-awful ones mean that quite a lot don't get in on the page, but we all get locked in a special room once a week and read every squiggle and look at every bit of colouring-in. Sometimes I do my own pictures, but they never get put in either!

BIGGEST FAN

Hello Les,
My name is Ryan, but you can call me Roshi. Lord Les, I read every letter and look at all drawings. In Hercules (Channel 10) Adatlanta would be an exo Maya. The first issue I bought was #37 – awesome! I loved the Separation Anxiety review (by Alan the Legend). My middle name's Alan! Les Rules! Bye!
Ryan Towers, NSW

PS What do you look like?
PPS Skull's pages are a WASTE!
PPPS I am Nintendo's biggest fan.

If you're the biggest fan and he's the biggest fan you could have a battle of wits and we could all bet on you and I could win about seven dollars. I look like this...

CENSORED - ED

ANOTHER BIGGEST FAN

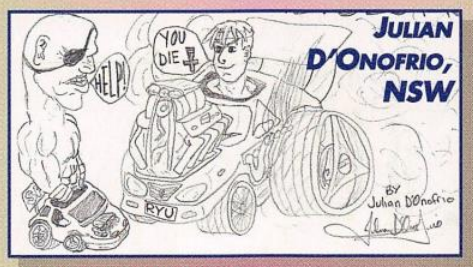
Dear NMS,
Hi, my name is Joe but my sisters call me Nintendo Head. I have a SNES with three games and I have been reading your magazine since issue #37 and I think that NMS rules. This is the best magazine because it keeps Nintendo players in Australia up to date with all the best games. Hey Les, I think you should go on a little mission over to Skull and tell him to stop giving smart remarks to everyone that writes in or I will send a Big Bomb to him, Ok?
Oh well, I've got to go play some Nintendo or I will drop dead. Seeya.
Joseph Towers, NSW

Has that Skulldugger been smart again? If I was big and strange I'd go over there and bite him. I might be able to keep back a syringe full of my medication and frighten him with it. Ha!

A SMALL PEE IN YOUR POCKET

To NMS,
Firstly, I was reading Issue #40 and you said there will be a new Game Boy that will be coming out. You said it will be smaller but with the same size screen. Does this mean that the games will be the same so you can use them with the Game Boy and the Game Boy Pocket? You also mentioned there will be a Donkey Kong 3 coming out in America in November. How long will we wait till it comes out in Australia? Thanks for listening. See ya!
Paul Capilli

Same games. Small 'p' in pocket. $99.95. Out Oct. DKC3 November. Bi!



JULIAN D'ONOFRIO, NSW

HARD BASKET

Hey Les,
The poetry in issue #41 was like nothing I've seen before. You're looking forward to a merit award.
I don't give a damn if you don't want to know that I am the Lord of Chaos. I was born on this earth for two reasons – one, to destroy Sonic, only I haven't got around to it; the second reason is to get Doom on the SNES but I don't have the money! You gotta help me! I've invited Sonic to dinner this Saturday and I have to get Doom by then. Tell me a way of getting it by sitting on my butt and doing nothing!
Lord of Chaos, Wilson, WA.

This deserves a poem:

Doom belongs to all,
Like the cabbage or the sea,
Unfortunately it costs more than these,
And can't be had for free.

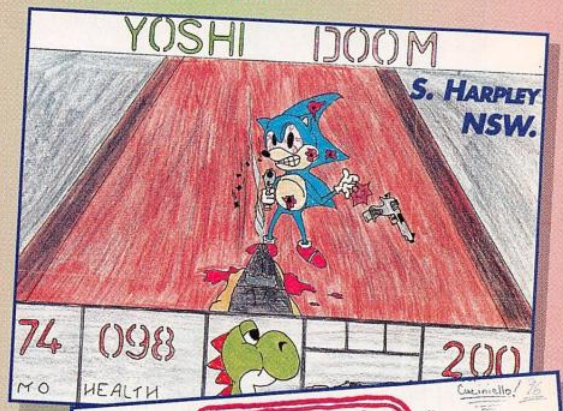
Sit upon your butt my lad,
Wait for many moons,
Your buttocks will go flat before,
You get a cart of Doom!

DION BLECKLY SA.

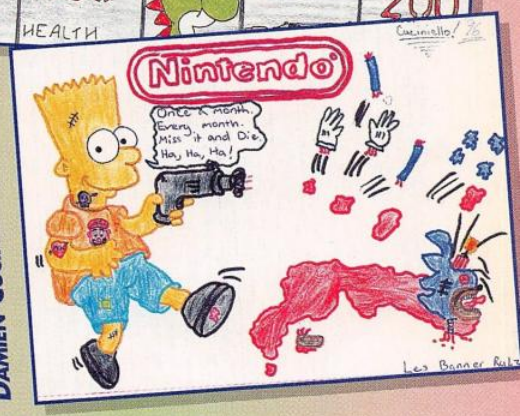
RESPONSIBILITY

Over recent months individuals who have written into NMS mailbag have become increasingly less responsible!
The practice of swearing will only end up in having an opposite effect and giving a political like John Howard the chance to jump down the gaming communities' throats by saying how irresponsible we are!
Readers have also shown a continual bias against video console companies other than Nintendo. Nintendo and Sega may be rivals, but without the competition of each other they would not be under as much pressure to keep updating machines! If the gaming community does not act responsibly we can't expect the government to see us as responsible! Do we really want further censorship on our games?
Brendan McKinnon

Brendan, it's you! You've changed your name again, but I'd know you anywhere. I have a friend who moves in Government circles. She tells me all the secrets concerning foreign investment deals and who's going to be corrupt in 1998. I have a small book listing the main agents' after-hours activities, with tape recordings and photographs taken from a hidden artificial spider. I have a tape on which a certain political from Queensland can be heard to say 'balls'!



S. HARPLEY NSW.



DAMIEN CUCINIELLO, VIC.

At night the padding paws of creatures prowl,
The predators and the captured prey screech in different kinds of pain,
Somewhere amongst them lies a damaged poodle,
His leg caught in a lolly bag.

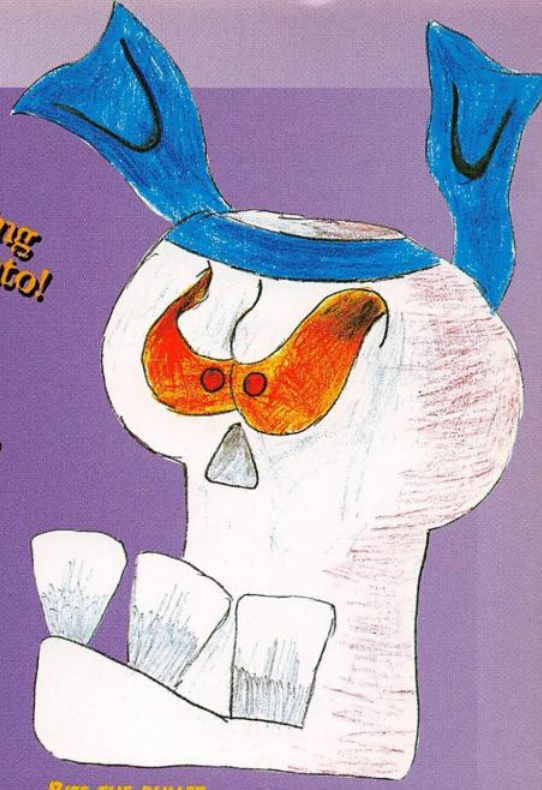
Les

Cheer up Les in his hour of need. Send in to:
Les, NMS, PO Box 14225,
Melbourne, MC Victoria 8001
email: catalyst@popmail.dircon.co.uk

Skull's Graveyard

Give me something to get my teeth into!
SKULL, NMS,
PO BOX 14225,
MELBOURNE,
MC VICTORIA 8001

email:
catalyst@popmail.dircon.co.uk



BITE THE BULLET
ADAM SMITH, NSW

Poor Les! You have to feel sorry for the old crud. I hear that they've had to increase his oxygen dose following some nasty shocks in the night involving several vegetables and some fire crackers. Breathe deep Les; look at all the pretty flowers; throw the ball to Nursie...

FAT BOY

Dear Skull,
Hi, my name is Gareth "Budds" Niall (Budds is short for Buddha. I call myself this because of my huge bloody gut!). Anyway, enough about my gut. I would like to say that I totally agree with what The Wise Owl said about Zelda IV: Links Awakening in #38. When I finished my copy of Links Awakening I was truly moved by the ending. I think it was the best game I had ever played. The first Zelda game I bought was The Legend of Zelda (for my normal Nintendo). It was also a great game to play. I would recommend both these games for readers to buy. If you ever catch up with the makers of the Zelda series give them a big thank-you from me for making such great games.
Two more things I would like to say is that Nintendo is the bloody best and Sega is a piece of $*&@! One last thing I would like to say is that you are the best non-flesh person I know. Thank-you very much for such a great mag.
Gareth "Budds" Niall, Vic.

Budds, listen to me. You really should get out more. Moved by a computer game? Death by meths, wake up and smell the burning! Master your emotions and the universe will be at your command. But why be so proud of being a fat slob? From now on it's press-ups for you – I want to see 200 before breakfast! Only then will you be worthy to kiss my pelvis!

ANTHONY & TYSON, QLD

MEAN AS A BEAN!
BEANSTER, QLD

LINK UP

To the immortal leader of the DSV, Skull:
I've got some questions to exercise your vast knowledge of Nintendo.
1) Is Final Fantasy 3 worth $110 to mail order it?
2) How much will Secret of Mana cost?
3) Is Final Fantasy as good as Secret of Mana?
4) Can you recommend any good RPGs beside Zelda, Secret of Mana, Breath of Fire 2, and Illusion of Time?
5) Can you make a guide to the bonus rooms and hero coins in DKC2?
6) How do you prepare hedgehog?
Link, 28 Hero Avenue, Hyrule (next to Mario's house)

PS Print my letter and I will send you 500 hedgehogs so you can rip out their hearts.
PPS Link is my name and I DO come from Hyrule and I DO know Mario.

1) If you've $110 to spare and you want the game, why ever not?
2) Hours!
3) Yeah, it's better.
4) Apart from Final Fantasy, Earthbound, Addams Family Values, and Chronotrigger all spring to mind.
5) Wake up, wake up! See the past few issues.
6) Once you've captured your blue hedgehog, pluck its quills out and leave them on one side. Leave the meat in the sun for a few hours to tenderise. Chop into bite sized morsels and grill over maximum heat for twenty minutes, making sure the meat doesn't lose its blue colour. Skewer the pieces and serve with fried vegetables: Sonic Kebab!
If you come from Hyrule, why is it you know so little about games, eh? What's Mario's last name then? Eh?

'THE WIFE!' MC

PARANOID

I'm a long term reader of N.M.S. with even your first issue. Oh yeah, I stopped buying at issue #15, then began collecting again at issue #34.
Now for the questions:
1) Has NMS printed any of my previous letters, because once I got a Gamesman pamphlet in the mail with my name on it?
2) Would $530 AUS cover me for buying an N64 in Australia, with Mario 64?
3) Is Mario 64 a two player game?
4) On the N64, what are a few four player games?
From Evan Bownds, 12.
Morayfield, QLD.

1) We're just spying on you.
2) Nintendo haven't put a price on the N64 yet, but the US launch price is said to be $199 for the N64 without a game. How much have you saved up so far?
3) No.
4) Amongst the games available so far, Super Mario Kart R, Wave Race, and Kirby Bowl 64 will all be 4 player. No doubt others will too, and we'll let you know as soon as they're announced.
And don't ever dare to stop reading NMS again – we know where you live!

JUST ASK ME

To Skull
In Secret of Evermore, how do you cross the broken bridge in Antiqua?
From an RPG fan

I was going to pass this on to Nun the Wiser, but she's out at a charity pie eating contest. When you get to the bridge, split up. Select your canine friend, stand on the western most tip of the bridge and leap to the other side. Mmm, I'm hungry now.

MASTER'S STUCK AGAIN

Dear heroic Skull!
Hi! I'm George the Nintendo Master. I read your mag every day. I am a big fan of your page and you are cool! But you see I have a tiny problemo. In DKC2 I can't find that measly hero coin in KremQuay Glimmers Galleon. Do you know where it is, cool Skull? Thanks! Bye! George.
PS If you don't copy this out I'll get Sonic to start kissing you! Make sure you answer me! Or else!!

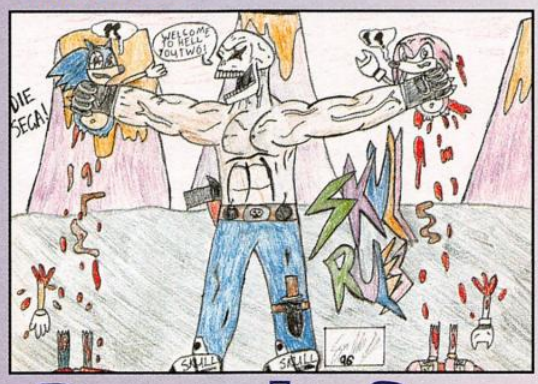
Go up at the start, and follow the bananas. Past half way, after a lot of Shuri's, go underneath the Lockjaw. For the coin, go right, just above bonus level 1. Problemo solvedo! Is that nun back yet?

COOK THE BOOKS

To Skull,
I would like to know where you do your grocery shopping and to whom I would write to get action replay codes for Shadowrun on the SNES.
Thanks, Almighty Skull,
Michael Ellicott, Figtree, N.S.W.

I don't eat much, as you can see, but when I do I usually cook animals I've caught myself. For Shadowrun codes, I'll ask Sister Wiser to drag out some ancient wisdom. Here's a cheat to keep you occupied until she gets back: While playing press Select, Start, L & R all together for a quick end to the game.

SHOW 'EM SAM



POND LIFE

To the faggot they call Skull,
I am a spy from SEGA! My code name is Ashlof Pustamalakah, I have been spying on you for three years. Your base is surrounded by my Imperial Dispatchment Corp. If you don't surrender I will tell Sonic that you have surrendered and we will make a Mario game on the ever-popular Saturn Megadrive 1 & 2 Gamegear and Master System. Children everywhere will turn to SEGA. You have LOST my friend, I am victorious. My knights have defeated your Raiders. My Footmen have defeated your Grunts. My Conjurors have obliterated your Warlocks. Ha Ha dipshit, I'm going to get you with my scalper. Oh sorry, I sold it at a car boot sale, so I'll run you over.
C-Ya!

Listen up punk. To lose to you I'd have to be fighting you, and as you are so clearly a sad puddle dweller that's not very likely. Tell Sonic what you like. If you want to associate yourself with sickos you need all the help you can be prescribed.
Keep dreaming sucker – one day your nightmare will come true.

Pets' Corner

Send in your pets' pictures. They've dried up a bit lately and I can't stand dried up pets. Stick in your teeth!

I've just come back from a top-secret spying mission to Japan, paid for by a mysterious and unscrupulous art lover. I managed to steal some free time to sample the local culture, including watching the odd Sumo bout. It's not every day you get to see fat men in torn sheets attacking each other – unless you happen to be in Les's ward that is!

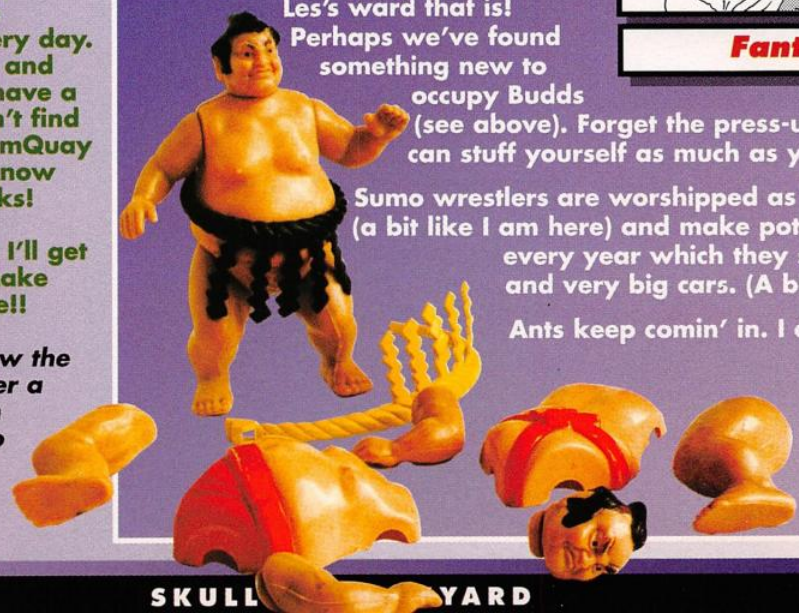
Perhaps we've found something new to occupy Budds (see above). Forget the press-ups, mate, you can stuff yourself as much as you want now!

Sumo wrestlers are worshipped as heroes in Japan (a bit like I am here) and make pots of money every year which they spend on steaks and very big cars. (A bit like I do here!)

Ants keep comin' in. I can't stop them!

Ant Of The Month

Fantasy



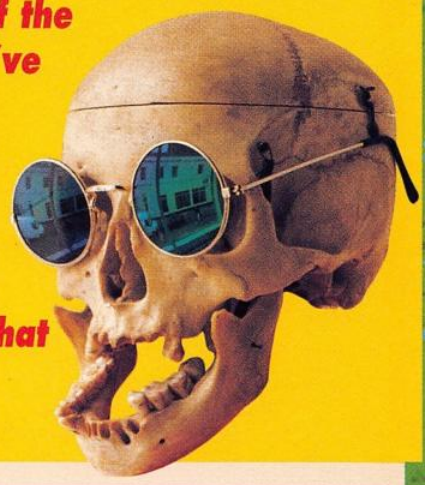
FAT ALAN STRIKES A BLOW FOR SAILORS EVERYWHERE.

Tips & Tactics

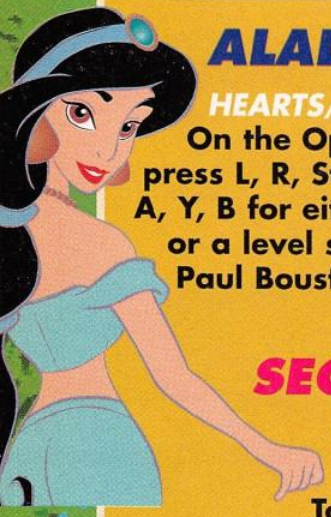
NMS,
P.O. BOX 14225,
MELBOURNE,
MC VICTORIA 8001.

Post or email your tips and we'll include everything we can. We can't always test them out in time so if there's a problem we don't wanna know!

Just to keep in the RPG mood, I've dug out a few of the RPGish tips you've sent in and the swinging Sister has answered some of the more taxing of your questions that I couldn't be bothered with!



SUPER NES



ALADDIN

HEARTS/LEVEL CHEAT

On the Option Screen press L, R, Start, Select, X, A, Y, B for either 10 hearts or a level select.
Paul Bousfield, NSW

SECRET OF MANA

SECRET MAGIC

To unleash some super secret magic that isn't in the manual, you must raise the sprite's Salamando magic above 8. After that, every fourth time that you use the magic something very special will happen. For example, if you use your fireballs four times or so in a row, the fourth time you use it two fiery dragons will emerge and engulf the enemy. Try it with Exploder and Lava Wave.

VESTGUARD PROTECTION

Better than any ordinary armour you can buy is the Vestguard. To obtain it just keep killing the Metal Crabs when you first enter the Mana Fortress (flying Flammie into the surrounding buzzing cloud on the way gets you there) and sooner or later one of them will drop a treasure chest containing the Vestguard armour. Just keep walking in and out to fit the rest of your party with this special armour which has a protection rating of 240.

AMULET RING PROTECTION

Getting the best ring armour available is as easy as defeating a few Tsunamis: when you first enter the Mana Fortress, run past or defeat the Metal Crabs and you should find yourself in a room with two Turtleances and a Tsunami. Kill the two Turtleances first then turn your attention to the Tsunami.

When you destroy one, another immediately takes its place, so be quick with your magic (they are afraid of Salamando). Sometimes they drop a treasure chest and it should contain an Amulet Ring.

A good trick is to get enough for your party and a few more because they sell at a whopping 32,000 GP each!
Robert Milanovic, Ingham, Qld

ZELDA 3: A LINK TO THE PAST

BEE ASSISTANCE

If you have an empty bottle and the bug-net, try to capture a bee. If you then let it go near lots of enemies, the bee will take care of them all, and then return to you.
Andrew Bieniak, Keysborough, Vic

EXTRA LIVES

Capture a fairy in a jar as soon as you find one. After you've done that, she'll be able to revive you when you lose a life. Each fairy will only work like this once so keep your eyes peeled for others on your travels.
Sam Dunbar, Forbes, NSW

Nintendo® Game Gurus

This month the Game Gurus have strapped on their belts and armed themselves with some magic potions and rusty blades before bringing us the most often asked RPG questions from their hotlines.

ILLUSION OF TIME

Q Is there a way to get more herbs?

A No, there isn't! Herbs need to be used very sparingly as there are only 11 in the game. Try to save them for battles with bosses.

Q What is the maximum number of your abilities?

A 40 for HPs, 29 for Strength, and 32 for Defence.

Q I'm in the My Secrets section and I can't get at the rest of the enemies in the area?

A Go to the bottom right corner of the area, go across the stairway, head down and at that point you can psycho slide through the left hand side of the bookcase.

SECRET OF EVERMORE

Q How do I defeat the Salabog?

A The best weapon to use against this boss in the Horn Spear. If you can charge it up to level 3 you can throw it at him.

Q How do I get to Tiny to get the diamond eyes at the pyramid extension?

A To get through the second gate from the middle you need to levitate the rock in the upper-right corner and put it on the right switch. Then stand on the left switch and have the dog stand on the middle switch. Stand on the teleporter in the top left corner, when you reappear, step back into the teleporter you just came from. Continue this until you meet up with Tiny.

MYSTIC QUEST

Q How do I get through Falls Basin?

A Walk up from the entrance and push the middle ice pillar Up 9 spaces, Left 7, and Up 1. From where you leave the ice pillar, walk up through the opening in the upper left section. Go up the stairs, right and down through the opening when you exit, walk down to the bottom and jump left across the pillar you just moved.

Q How do I get through Mac's Ship?

A When you first enter the ship if you go to the left and push the brown barrels out of the way, you can climb the brown pole to get around the ship.

ZELDA: A LINK TO THE PAST

Q How do I open the chest in the dark world that keeps following me around?

A You need to take it to the man in the desert in the light world who didn't want to talk to anybody.

Q How do I find the Gossip Shop?

A After rescuing the blacksmith's partner, go to the village in the dark world. Take the path in the lower left hand corner of town and go Right one screen, then walk right and up.

Q I jumped into the well in the dark world and a demon cursed me. Now I have a "1/2" above my magic metre. How do I get rid of it

A You weren't cursed, the demon actually did you a favour, now when you cast a spell it will only use half as much magic as it did before.

Q How do I blow open the crack in the outside wall of the pyramid?

A After doing seven palaces, go to the bomb shop in the dark world and purchase the super bomb.

Q How do I get the first key in the desert palace off the pillar?

A First you need to get the Pegasus boots from Sahasrahla's temple, which is east of the eastern palace. Then you can use them to run into the pillar.

Q In Zelda: A Link To The Past, there's a doorway on the pyramid that is covered by two statues, how do I get in?

A You can't, it is an exit out of the pyramid.

Q Is there a good place to build up rubies?

A Go to the desert in the light world and lift the rock that is behind the middle aged man (the one next to the sign). Once inside, collect the cash and go back out. This can then be repeated.

Q I'm in the palace of darkness in the dark world and I've come to a dead end with a one-eyed statue, what do I do?

A First find the big chest and then shoot an arrow at the statue's eye.

SECRET OF MANA

Q I can't reach the Sprites Village in the Upper Land?

A To get to the village you must walk the seasons. Starting in spring walk counter-clockwise through the seasons until you reach spring again.

Q How do I get past the force fields at the end of the Emperor's Palace?

A Walk to the right of the force fields until you come to a teleporter tile. Step on it, then go up to a switch on the top wall and stab it to turn off the force field.

What Makes a Good RPG?

Nintendo Game Guru Justin tries to figure it out...

What makes a great adventure game? This is a question many bold men and geeky programmers alike have endeavoured to answer.

A top notch adventure game is in many ways like a great movie. The production has to be slick, it has to have both likeable and loathable characters that are believeable to the audience and an engrossing plot that only gets better as it progresses. Achieving all of these elements is a tall order and I'm here to tell you which ones rise to the challenge.

Zelda: A Link to the Past has to be mentioned first. It was one of the first games released on the Super NES and arguably the best. With it's beautifully drawn characters and landscapes, this game not only introduced countless thousands to the worlds of gaming adventure, but also finally broke the restraints of previous efforts attempted on lower power systems. While it's not one of the hardest adventure games ever released, Zelda was, and still is, one of the most playable.

Released some time after Zelda was the Secret of Mana. This game had more items and weapons and introduced us to mixing and casting spells as well as multi-player adventures.

Even though it's not a sequel, Secret of Evermore uses the same game engine and item rings as Mana and tells the story of a boy and his brave dog trying to restore the balance of a nightmare world called Evermore.

Released in June 1995, The Illusion of Time is more in the tradition of Zelda, as it has less items and weapons than Mana or Evermore and is recommended for fledgling adventurers.

While all great adventure games play very differently from each other, they all adhere to one golden rule: they must engross the player with their style and presentation of the challenges and rewards throughout the game.

1902 - 241 001

Call the Hotline Number for Tips & Tricks, Games Reviews, Technical and Gameplay help, and details of up and coming NMS issues and contents.
7 days a week, midday to 9 p.m.

I.T.M. call rate 75¢ per minute. A higher rate applies to mobile and public phones.

Nun the Wiser

Well, hello there me little bundles of joy, it's me again, the Nun in the know! I've just returned after a very successful pie eating competition over in Woomera to raise funds for me missionary post in the jungle. You see, we haven't got Satellite TV over there and the natives will burn down the convent if they don't get to see those blasphemous late-night German channels, bless 'em. Any way, I've been rummaging around in me hessian sack for some pearls of wisdom on RPG games...

Dear N T Wiser,
I'm having some problems with Legend of Zelda - Link's Awakening on the Game Boy. I can get as far as level 7 but I can't seem to beat the Eagle. How do you do it?
Shane Forrester, Melbourne, VIC

Well, me little lumpkin Shaun, the trick is to use the shield to defend yourself as the Eagle tries to sweep you off the tower. Try and stay in the middle of the ol' screen as the wind from the bird's wings will throw you off balance. The best weapon to use is the Hookshot, and if you manage to stay on the tower you shouldn't find it too difficult to send him to the Pearly Gates.

Dear Nun,
I'm getting really racked off with Shadowrun on the SNES. I can't seem to build on my money and karma levels. Please give me some cheats!
Nyall Price, Portland, VIC

Here's a clever little scam I found out during my days in the secret service. Go into the basement and take on Vladmir the vampire. You can kill him by using the stake which is found in the talisman shop and the strobe from the Jagged Nails club. Now just exit the building and re-enter, and you'll find Vladmir has come back to life. Kill him the same way, and each time you do your reward will be heaps of karma points and 5000 Nuyen.

Dear Nun the Wiser,
I wake up the Whale in Breath of Fire 2. Why?
Pete Rogers, Sydney, NSW

The dear ol' whale is under an evil spell cast by Munmar the statue. To wake him up, use Jean the Frog Prince to swim across the rivers due South of Simafort. When you reach a tiddly cove, change the leader of the party to Katt and use her staff to knock down the fences leading to the Whale Cove caverns. You'll soon find an old man in a cave. Speak to him and then find Munmar and prepare yourself for the mother of all battles. Afterwards, use Katt and hit the whale in the throat until he wakes up. They love the fun of it you know!

Dear Nun,
In Breath of Fire 2 how do you cure the Queen of Tunlan?
Maxine Walker, Clemont, QLD

The poor old Queen is suffering from a strange virus, and to cure her you and your party must let the magician shrink you, and the battle takes place inside the Queen's body! Once this is done all you have to do is walk around in the bloodstream until you are attacked by the bugs. After fighting with them, go to the item screen and if the monster icon is asleep then you've cleared the area of the virus. Now just go to another area and repeat the process. It's a funny ol' world sometimes is it not?

Dearest Nun,
Are there any Action Replay codes for Shadowrun?
Michael Ellicot, Figtree, NSW

Yes dear:

7E3CØF14	*Infinite money*
7E3C3Ø63	*Armour value 99*
7E3C113B	*Infinite karma*

Well me dears, I'm off to milk the herds and prepare a grand supper for the lovely Abbot who's comin' over for a bite an' a slurp of somethin' sustaining. Keep yourselves pure in heart and spirit and open your dear bowels with punctual regularity.

Tips & Tactics

SUPER NES

SUPER MARIO KART

Small Drivers Cheat

Choose a Mario Kart GP, then go to the screen where you can select your driver. On your control press Y and A at the same time. One of the drivers will then become small, although none of the enemy carts will. But not to worry, everything is the same as when you get hit by a mushroom from Princess or Toad, except your cart will go at the same speed as it would if you were big, and if you are hit by a mushroom you will be big for the rest of the round. On the next round you will return to your small size again.
Darren Wicks, Melbourne.

MECHWARRIOR 3050

Password

Pick any Mechs at the Tibarian logo screen, press Down, A, X and password XTRM3K

Unlimited Ammo

MIR063

Level Passwords

1	BMBRMN
2	65C816
3	B16BND
4	FSPRNG
5	YHWX11

After both these have been entered, enter the password MKWFLL for invincibility.

DOOM

Weapons Cheats

To get the Rocket Launcher and Plasma Rifle, first get the Chaingun and Shotgun and empty them of ammo. Then, instead of pressing X to change your weapon, press Y and this will bring up the Rocket Launcher. Do the same again to get the Plasma Rifle or Chainsaw.
Daniel Gaywood, NSW.

The Almighty Skull and his trusty gaming sidekick Nun the Wiser are here for all your gaming quips and queries. If you've gems of wisdom you'd like us to pass on, or if you want your misery lifting a level then drop them a line to:

Tips & Tactics, NMS, PO Box 14225, Melbourne, MC Victoria, 8001
email: catalyst@popmail.dircon.co.uk

Dealer Directory

THE SPECIALIST DEALER SOURCE FOR EVERYTHING NINTENDO - STATE BY STATE

READERS -

- The Quickest way to find your nearest Nintendo dealer with the goodies you want – NOW!
- Find the lowest Mail Order prices!
- Who's got the best offers this month?

Watch this space...

RETAILERS -

- Put your Store name in front of 50,000 potential buyers EVERY MONTH
- Mass market yout Mail Order
- Supercharge those Special Offers
- Locate buyers in your State
- Put Your store on the National Map

RETAILERS – To use NMS Dealer Directory columns contact:
JO FLETCHER 'Phone: 03 9399 2979 Fax: 03 9399 3585

SWAP & SELL

DETAILS	WANTS	WILL SWAP/SELL
JASON ALLEN 8 Susan St, Yamba, NSW 2464 Tel: 066 462146	Art of Fighting 2 (SNES) Killer Instinct (SNES) Fatal Fury Special (SNES)	
MARIO N 38 Querrin Ave, Willetton, WA 6155 Tel: 4576535	Killer Instinct (SNES) Super Mario Kart (SNES)	Super Mario Land 2 (SNES) Swap Bubsy the Bobcat (SNES) Swap Yoshi's Island (SNES) Swap
JAMES GOH 32 Billa Road, Bangor, Sydney, NSW 2234. Tel: 543 2615	Mortal Kombat 3 (Game Boy) Super Return of the Jedi (Game Boy) Earthworm Jim (Game Boy)	Bart Simpson's Escape from Camp Deadly (Game Boy) Metroid 2 Return of Samus (GB)
ANDREW BURNS 9 Larool Ave, Bribie Island Tel: 07 3408 7527	Secret of Mana (SNES) FIFA Soccer '96 (Game Boy) Zelda – Link's Awakening (Game Boy)	Super Streetfighter II CE (SNES) Super Mario Land (Game Boy) Dragon's Lair (Game Boy)
DAVID NOBLE 34 Chevalier Way, Thornlie, WA 6108 Tel: 09 459 4674	Shadowrun (SNES)	Dragon View (SNES) US version
LUKE KANE 69 Moles Rd, Nth Wilberforce, NSW Tel: 045 763 163	Super Streetfighter II (SNES)	Donkey Kong Country 2 (SNES)
MARIE CAMBREY 110 Armstrong St, Colac, Vic 3250 Tel: 052 312167	Krusty's Super Fun House (SNES) Bart vs The World (NES) Bart Meets Radioactive Man (NES)	
TIM CLARK 16 Menarra St, Doncaster, Melbourne, Vic. Tel: 9850 8733	Donkey Kong Country 2 (SNES)	Super Punch Out (SNES) $30
DREW FREYLING 6 Willowglen St, Kingaroy, QLD 4610 Tel: 071 624791		Double Dragon III (NES) Super Mario Bros. (NES)
NICK FOREST 5 Sheepfold Crt, West Melton, Vic 3337 Tel: 9743 7171	Sim City (SNES)	Alien vs. Predator (SNES) Battle Unit Zeoth (Game Boy) will swap both for Sim City
DANIEL PETERS MS 231, Summerholm Rd, Laidley, QLD 4341. Tel: 074 656154	Donkey Kong Country (SNES) Super Mario Kart (SNES) Killer Instinct (SNES)	Super Scope Gun (SNES Hardware) Scope Gun 6 in 1 game (SNES) Mortal Kombat 3
MATTHEW BUTLER 126 Vincent St, North Perth, WA 6006 Tel: 328 1980	Chrono Trigger (SNES) Secret of Evermore (SNES)	Mortal Kombat 3 (SNES) Super Ghouls 'n' Ghosts (SNES)
CAINE DENDUNNEN 10 Creber St, Whyalla, Playford, SA 5600 Tel: 086 45213	Mortal Kombat 2 (SNES) Earthworm Jim 2 (SNES) Donkey Kong Country 2 (SNES) Super Mario Kart (SNES)	Castlevania IV (SNES) Killer Instinct (SNES) Nigel Mansell's World Ch. (SNES) Super Scope Gun 6 (SNES)
GARETH NIALL 19 Guildbank St, Reservoir, Vic 3073 Tel: 9478 6185	Duck Tales (Game Boy) Duck Tales 2 (Game Boy) Super Star Wars: Return of the Jedi (GB)	Mortal Kombat 2 (SNES) Sell
MICHAEL KINGHORN 10 Willshire St, Mt Warren Park, QLD Brisbane. Tel: 07 38076282	Return of the Jedi (SNES) Return of the Jedi (Game Boy)	Zelda III (SNES)
LUKE KNOX 188 Bridge St, Benalla 3672 Tel: 057 62 22 22	Star Wars (SNES) Empire Strikes Back (SNES) Return of the Jedi (SNES)	Mortal Kombat (SNES) PilotWings (SNES) Doom (SNES)
JARED MASTERS 14 Kelyndar St, Banyo, QLD 4014 Tel: 3267 7168	FIFA Soccer (Game Boy) Killer Instinct (Game Boy)	MegaMan Dr Wily's Revenge (GB) Pac in Time (Game Boy) Tetris (Game Boy)
JARED STANLEY 2a Boddington St, Mackay, QLD 4740 Tel: 079 578613	Breath of Fire (SNES) Dragon Ball Z 1, 2 or 3 (SNES) Ranma 1/2: Hard Battle (SNES)	Mario Paint/Mortal Kombat 2 (SNES) PilotWings/Sim City (SNES) NBA Jame T.E. /Ranma 1/2 2 (SNES) (Jap)
LUKE MORO 2 Marshall Rd, Box Hill North, Vic 3129 Tel: 9898 3231	Donkey Kong Country 2 (SNES) Rock 'n' Roll Racing (SNES) Killer Instinct (SNES) Mortal Kombat 2 (SNES) Zelda III (SNES)	Primal Rage (SNES) Earthworm Jim (SNES) Doom (SNES)

DETAILS	WANTS	WILL SWAP/SELL
ROB HOGAN 7 Valencia St, Ducal, 2158 NSW Tel: 02 651 2235	Doom (SNES) Earthworm Jim 2 (SNES) Killer Instinct (SNES)	Rock 'n' Roll Racing (SNES) Swap Super Mario Kart (SNES) Swap Earthworm Jim (SNES) Swap
DANIEL WILKES 64 Westwood Ave, Newcastle, NSW 2289 Tel: 571165	Worms (SNES) Spawn (SNES) Shadow Run (SNES)	Killer Instinct (SNES) Swap
KADIN POULTER 23 Milton St, Maryborough, QLD 4650 Tel: 071 213919	MegaMan X 2 (SNES) Secret of Evermore (SNES)	Super Mario World (SNES) Donkey Kong Country 2 (SNES) Battletoads in Ragnaroks World (Game Boy) $20
DAVID BRYANT 14 Burbridge Dve, Greenvale, Vic 3059 Tel: 03 9333 3490	Yoshi's Island (SNES) Donkey Kong Country 2 (SNES) Super Mario World (SNES)	The Addams Family (Game Boy) Swap Mortal Kombat (Game Boy) NBA Jam (Game Boy)
DANIEL SHEEHAN 16 Ashburton Tce, Fremantle, WA Tel: 336 2981	Mortal Kombat 2 (SNES) Killer Instinct (SNES) Donkey Kong Country 2 (SNES)	Punch Out/MegaMan X/Bubsy Nigel Mansell/Lost Vikings Mortal Kombat 3 (SNES)
JEREMY GROENESTYN 8 Lexcen Place, Marsfield 2122, NSW Tel: 878 2637	WWF Raw (SNES) WWF Royal Rumble (SNES)	Super Streetfighter II (SNES)
CHRIS ROZENFELD 2 Helmer Cres, East Geelong Tel: 052 432423	Bust-a-Move, any RPG's Yoshi's Cookie Puzzle H-H games	Tetris 2/Kirby's Dream Land 2/ Mario Picross (Game Boy) Kid Klown in Crazy Chase (SNES)
TOM ORCHARD 15 Beech St, Caulfield Sth, Melbourne Vic. Tel: 95284820	NBA Jam TE (SNES) NBA Jam (SNES) Booger Man (SNES)	Mortal Kombat 2 (SNES) Another World (SNES) Swap Super Empire Strikes Back (SNES)
JASON RIX PO Box 165, Alstonville, NSW 2477 Tel: 066 281367		Battletoads (NES) $20 Double Dragon III (NES) $20 Shadow Warriors (NES) $20 Bayou Billy/Arch Rivals (NES) $10 Kung Fu/Wrestlemania (NES) $10 Super Mario & Duck Hunt (NES) $10
CARL OTTO c/- Post Office, Mondure, QLD 4611 Tel: 071 689843	Killer Instinct (SNES) Super Metroid (SNES) Any Zelda game (SNES) Earthworm Jim (SNES)	Metroid 2 – Return of Samus (GB) F1 Race & adapter (Game Boy) Chest Master (Game Boy) Zelda – Links Awakening (GB) Tetris (Game Boy)
MICHELLE FAY PO Box 2556, MDC, Nerang, QLD 4211 Tel: 07 55965053	Aladdin (SNES) The Lion King (SNES)	
DALE O'HALLORAN 44 Arkana Rd, Westminster, 6061 WA Tel: 09 344 6646	Zelda III – Links Awakening (Game Boy) Theme Park (SNES) Micro Machines 2 (SNES)	Mario Paint (SNES) Shaq Fu (SNES) Super Mario Kart (SNES)
JOHN FRASER Lot 121 Costello's Rd, Murphy's Creek, QLD 4352. Tel: 076 305225	Killer Instinct (SNES) Mortal Kombat 3 (SNES) Weaponlord (SNES)	Donkey Kong Country (SNES) Swap Bubsy the Bobcat (SNES) Swap Streetfighter II Turbo (SNES) Swap
JASON HAMILTON 59 Sweeney Dve, Narre Warren, 3805 Vic. Melbourne. Tel: 03 9704 0608	Secret of Mana (SNES) Illusion of Time (SNES) Secret of Evermore (SNES) Chrono Trigger (SNES) Killer Instinct (SNES) Donkey Kong Country 2 (SNES)	Starwing (SNES) Super Probotector (SNES) Super Metroid (SNES) Jurassic Park (SNES) MegaMan X2 (SNES) Super Mario All Stars (SNES) Streetfighter II Turbo (SNES)
TERRY PAPADOPOULOS 12 Lort Pl, Chisholm, ACT 2905 Tel: 06 2922202	Super Mario Bros. 2 (NES) Kirby's Dream Land (NES) Wario Land (Game Boy)	Castlevania (NES) Teenage Mutant Ninja Turtles (NES) Super Mario Land (Game Boy)
STEVEN AUSTIN 11 Crofton Crt, Hoppers Crossing, Melbourne, Vic 3029. Tel: 9749 3063	Zelda III (SNES) NBA Jam Yoshi's Island (SNES) The Legend of Zelda (NES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES) Mortal Kombat II Super Mario World (SNES)	Crash Dummies Aero the Acrobat Streetfighter II Turbo StarWing Super Mario All Stars

Send to: **Swap & Sell, NMS, PO Box 14225, Melbourne, MC Victoria 8001.**

Name _____

Address _____

Town/City _____

State _____ **Postcode** _____

Age _____ **Tel** _____

I WANT:

Game _____ **Console** _____

Game _____ **Console** _____

Game _____ **Console** _____

I'LL SWAP/SELL

Game _____ **Console** _____

Game _____ **Console** _____

Game _____ **Console** _____

Copy the coupon if you don't want to cut up this fine mag!

DETAILS	WANTS	WILL SWAP/SELL
PETER THOMAS 4E Quay St, Bundaberg, Qld 4670 Tel: 071 526 873	Yoshi's Island (SNES) Super Mario Kart (SNES) Zelda (SNES) SNES Scope 6 (Hardware & game carts) Streetfighter II (SNES) 1st version Mortal Kombat 3 (SNES) Earthbound (SNES) US Final Fantasy 3 (SNES) US Secret of Mana 2 (SNES) Japanese Front Mission (SNES) Japanese	Chrono Trigger (SNES) US Secret of Mana (SNES) US Mortal Kombat (SNES) Mortal Kombat II (SNES) Donkey Kong Country (SNES) Kirby's Dream Course (SNES) Stunt Race FX (SNES) Unirally (SNES) Parodius (SNES) Jap Pro Action Replay (1st version) Super Chase HQ (SNES) Game Boy with carry case, changer, pro action replay, game light. Chessmaster (Game Boy) Tetris (Game Boy) Super Mario Land (Game Boy) all with boxes & books call for prices
RODEN MCMILES 75 Victoria St, Queenstown 5014 Tel: 08 474699 swappers preferably in SA near Adelaide	Animaniacs (Game Boy) Adventure Island (Game Boy) Kirby's Dream Land II (GB) NHLPA Hockey '94 (SNES) NHLPA Hockey '95 (SNES) Parodius (SNES) Pocky & Rocky (SNES) Batman (Game Boy) Alien III (Game Boy) Animaniacs (SNES)	Nemesis (Game Boy) Fortified Zone (Game Boy) Ghoul Patrol (SNES) Super Ghouls 'n' Ghosts (SNES) Super Mario Land (Game Boy) Legend of Zelda IV (Game Boy)
BILL IRVING 501 Maroondah Hwy, Healesville, Vic Tel: 059 624594 Victoria only	Super Mario World (SNES)	MegaMan Dr. Wily's Revenge (GB) Primal Rage (Game Boy)
MATHEW AGER 5 Leabrook Drive, Para Hills, SA 5096 Tel: 2504396	Star Wars (Game Boy) Super Empire Strikes Back (SNES) Batman – Return of the Joker (Game Boy) Jurassic Park (Game Boy) Prince of Persia (Game Boy) The Empire Strikes Back (Game Boy) Return of the Jedi (Game Boy) Aliens 3 (Game Boy) Lemmings (Game Boy) Star Wars (Game Boy)	Zelda IV – Links Awakening (GB) Mega Man (Game Boy) Donkey Kong Land (Game Boy) CutThroat Island (Game Boy)
LUKE LORIMER 3 Yagoona Close, Bangor, Sydney, NSW Tel: 02 543 4354	NBA Jam (SNES) Killer Instinct 2 (SNES) Cal Ripken Jr. Baseball (SNES) NBA Jam Tournament Edition (SNES)	Vegas Stakes (SNES) Killer Instinct (SNES)
CHRISTOPHER MENZ 8 Hales Court, Wodonga, Victoria 3690 Tel: 060 591 001 Will pay for postage	Chrono Trigger (SNES)	Teenage Mutant Ninja Turtles: Tournament Fighters (SNES)
NINO MARKO 35 Main St, Beverly, SA 5009 Tel: 2432105	Super Mario Kart (SNES)	Probotector (Game Boy) Agro Soar (Game Boy) Burgertime Deluxe (Game Boy)
AINGAREN YOGENDRAM 10 Rochester St, Hombush, NSW 2140 Tel: 02 7462697	Killer Instinct (SNES) Donkey Kong Country 2 (SNES)	Super Star Wars (SNES) Super Mario All Stars (SNES) Mortal Kombat 2 (SNES) NBA Jam (SNES) Street Fighter II World Warrior (SNES) Mortal Kombat 3 (SNES)
SHANE REILLY 12 van Haaster Ave, Skye, Currum Downs Vic. Tel: 97821086	Dirt Trax FX (SNES) Mickey Mania (SNES) Yoshi's Island (SNES)	Super Mario All Stars (SNES)
MARK ROWAN 26 Jukes Street, Warrnambool, Vic 3280 Tel: 055 621259	Killer Instinct (SNES)	Mortal Kombat 2 (SNES) Kirby's Dreamland (Game Boy)
DAVID BAIKIE 3 Nullabor Pl, Yarrawarrah 2233 Tel: 02 5205396	True Lies (SNES) FIFA (SNES) Super Mario Land 2 (Game Boy)	Super Mario Kart (SNES) $60 Super Mario All Stars (SNES) $50 MegaMan (Game Boy) $20
RODNEY PETRIE 106 Martin St, Tenterfield, NSW 2372 Tel: 067 362347	Castlevania (NES) Castlevania 2: Simon's Quest (NES) Castlevania 3: Dracula's Curse (NES)	Faxanadu (NES) Astyanax (NES) Robocop 2 (NES)
JAMIE IFRAH 1 Polk Crt, Nth Dandenong 3175 Tel: 9795 5926	Donkey Kong Country 2 (SNES) Super International Cricket (SNES) Donkey Kong Land (Game Boy)	Bubsy II (SNES) Swap or $40 Itchy & Scratchy (Game Boy)
CODY ANDERSON 23 Old Reservoir Rd, Belgrave 3160 Vic Tel: 9754 4524	Unirally (SNES) Super Mario Kart (SNES) Kirby Bowl (SNES)	Primal Rage (SNES) Mortal Kombat 2 (SNES) Donkey Kong Country (SNES)
OSCAR J DAVID 12 Speargrass Close, Alexander Heights 6064, Perth, WA. Tel: 247 2506	Breath of Fire 1 or 2 (SNES) Secret of Evermore (SNES) Streetfighter II (Game Boy)	Earthworm Jim 2 (SNES) Samurai Showdown (SNES) needs conv Wario Land (Game Boy)
CLAYTON ROGERS 138 Old Bundarra Rd, Inverell, 2360 NSW. Tel: 067 224017	Doom (SNES) Super Street Fighter 2 (SNES) Street Fighter 2 Turbo (SNES) Street Fighter New Challenger (SNES) Mortal Kombat 3 (SNES) Wolfenstein 3D (SNES)	Last Action Hero (SNES)
JOHN CHARSLEY 94B Francis, Geraldton, WA 6530 Tel: 099 216608	Lamborghini US Challenge (SNES) NHL 96 (SNES) World League Basketball (SNES)	Shaq Fu (SNES) swap NBA Jam/Road Rash (Game Boy) Mansell World Chmp. (Game Boy)

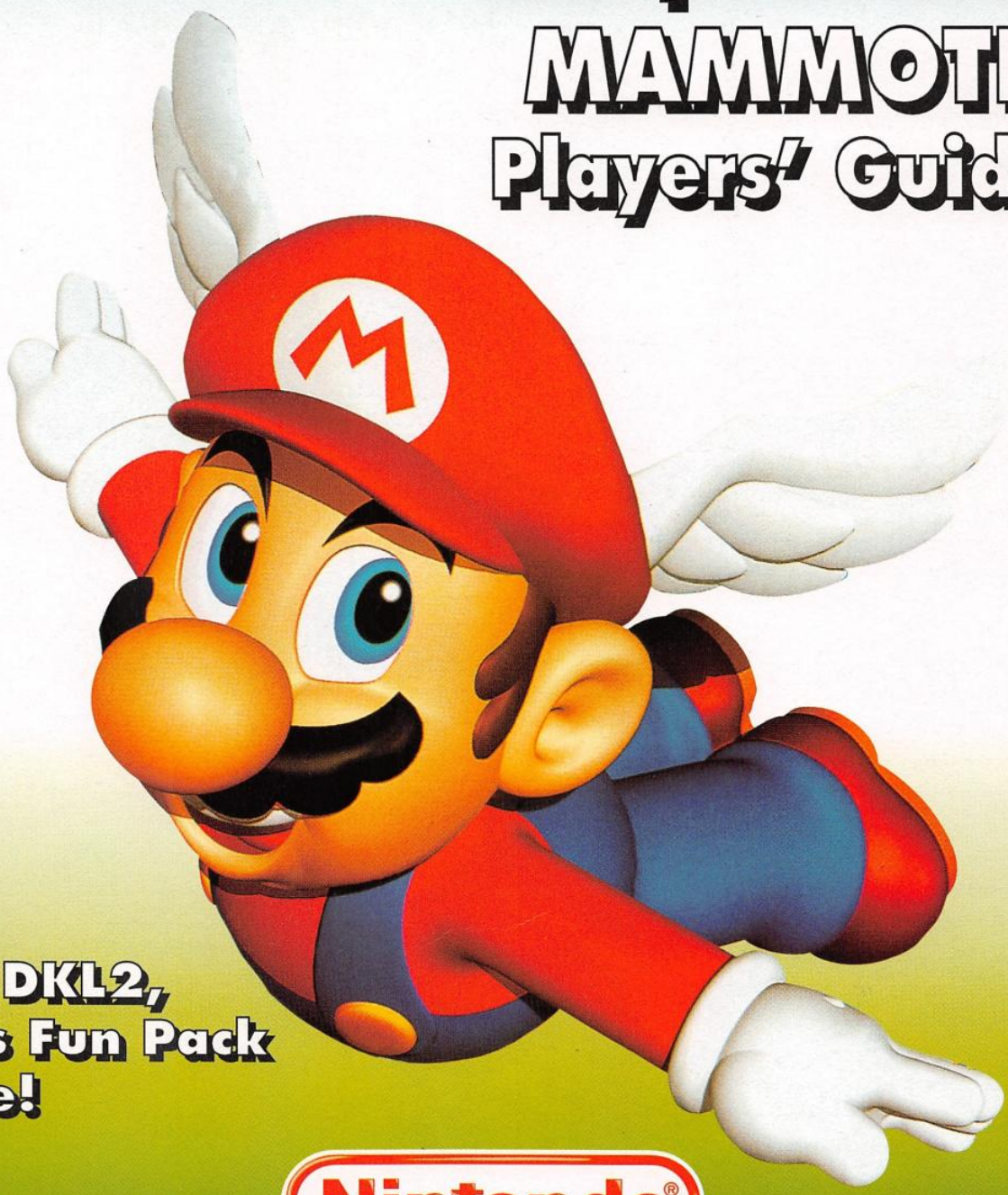
DETAILS	WANTS	WILL SWAP/SELL
TYRONE FORSTER 19 Mayo Street, Weetangera 2614 Tel: 06 2543727	Alien vs Predator (SNES) Donkey Kong Country 2 (SNES)	Power Rangers (SNES) Battletoads (SNES)
MICHAEL BELLATI 12 Durham St, Henley Bach, SA 5022 Tel: 08 3533154		Bubsy II (SNES) $30
KHAI HOANG 30 Larool Cres, West Sunshine, Vic 3020 Melbourne. Tel: 93110521	Ranma 1/2 (SNES) Jap Version Ranma 1/2: Part 2 (SNES) Jap Version Dragonball Z (SNES) Jap Version	Killer Instinct (SNES) NBA Jam T.E. (SNES) together price is $110 or swap
MICHAEL LIESTINS 7 Stacy St, Fairfield West, 2165 NSW Sydney. Tel: 7263393	WWF Royal Rumble (SNES) Killer Instinct (SNES)	Donkey Kong Land (Game Boy) Spiderman X-Man (SNES) Super Mario All Stars (SNES)
MILES JACOB 76 Gordon St, Northam, W.A. 6401 Tel: 096 225357	Sim City (SNES) Super Mario Kart (SNES) Rock 'n' Roll Racing (SNES)	Aero the Acrobat (SNES) Parodius (SNES)
MICHAEL MCQUEEN 4 Herford St, Kingscliff, NSW 2487 Tel: 066 742432	Kirby's Dream Land 2 (Game Boy) Donkey Kong Land (Game Boy) Killer Instinct (Game Boy)	Double Dragon (Game Boy)
MARIO GIURGIU 15/25-27 Alison Rd, Kensington, 2033 Tel: 313 7631	Donkey Kong Country 2 (SNES) Rock 'n' Roll Racing (SNES) Mortal Kombat 3 (SNES) Micro Machines 2 (SNES) FIFA International Soccer (SNES) Super International Cricket (SNES)	Streetfighter II (SNES) Mortal Kombat (SNES) Super Mario World (SNES) Streetfighter II Turbo (SNES) Fatal Fury + universal adapter (SNES) Stunt Race FX (SNES)
JOSH FRUTERMAN 16 Osmanli Drive, Hallett Cove, 5158 SA. Tel: 3870491	Doom (SNES) Zelda III (SNES) NBA Jam (SNES)	Donkey Kong Country 2 (SNES) Super Mario Kart (SNES) Super International Cricket (SNES)
CRAIG SMITH 12 Montgomerie Tce, Streaky Bay, SA 5680. Tel: 086 261 209	Rock 'n' Roll Racing (SNES)	Doom (SNES) Swap
MARK BROWNE 44 Gloucester Cres, Bray Park, Qld. 4500. Tel: 07 3205 3867		Final Fantasy III (SNES) US $90 ChronoTrigger (SNES) US $90 both include adapters
SHAUN MARKHAM 6 Ridley Close, Carrum Downs, Vic. 3201 Frankston. Tel: 9786 7376	Secret of Mana (SNES) Killer Instinct (SNES) Secret of Evermore (SNES)	Super Scope (SNES hardware) Swap Battleclash (SNES) Swap Super Scope Six (SNES) Swap
PETER MARTIN 2 Neales St, Kaleen, ACT 2617 Tel: 06 241 6600	Donkey Kong Land (Game Boy)	Primal Rage (Game Boy) Streetfighter II (Game Boy)
JONATHON LLOYD 57 Twilight Beach Rd, Esperance, WA, 6450. Tel: 711324	Zelda – A Link to the Past (SNES) MegaMan X2 (SNES) Yoshi's Island (SNES)	MegaMan (Game Boy)
PETER TOUMBELEKIS 132 Moons Ave, Lugarno, 2210 Tel: 534 6374	Any game over $39.95	Pac-Attack Dr Franken
RYANN SCHNEIDER PO Box 26, Waroona, WA 6215 Tel: 097 332 019	Tetris (SNES) Super Mario World (SNES) Donkey Kong Land (Game Boy) Lemmings 2 (SNES) Wario Land (Game Boy) Super Mario Land 2 (Game Boy)	Kirby's Dream Land (Game Boy)
GAVIN LOWES PO Box 891, Irympie, Vic 3498 Tel: 050 245446	Mortal Kombat (SNES) Mortal Kombat 2 (SNES)	Bubsy the Bobcat (SNES)
GLEN PAKARINEN RMB 1450, Boolarra 3870 Tel: 051 696628	Mortal Kombat 2 (SNES) Ken Griffey Jr's Winning Run (SNES) Super Punch Out (SNES)	Nigel Mansell World Chmp. (SNES) Killer Instinct (SNES) Michael Jordan – Windy City (SNES)
TIM ELY 5 Palamino Drv, Angle Vale, SA Tel: 284 8140		Killer Instinct (SNES) $75 Unirally (SNES) $45
HENRY BARRON 12 Banksia Crt, Newcomb, Geelong 3219. Tel: 052 487772	Jurassic Park II (SNES) Zelda II (SNES) Zelda III (SNES) Zelda IV (SNES)	Battleship (SNES) T2 – Arcade Game (SNES) Rise of the Robots (SNES)
WAYNE PHILLIS 3 Kalane Ave, Kanahooka, NSW 2530 Tel: 042 622360	Super Game Boy (SNES hardware) Olympic Summer Games (SNES) Mortal Kombat 3 (Game Boy) NHL '96 (SNES) NBA Jam TE (SNES) Mortal Kombat 2 (SNES)	Navy Seals (Game Boy) Addams Family (Game Boy) Turrcian (Game Boy) Fatal Fury (SNES) World League Basketball (SNES) Kung Fu Master (Game Boy)
LEE EATON 8 Hill St, Merimbula, 2548 Tel: 064 952057	Turn & Burn (SNES) Sunset Riders (SNES) NHL '96 (SNES) Super Tennis (SNES)	Stunt Racer FX (SNES) Super Punchout (SNES) Super Streetfighter II (SNES) Shaq Fu (SNES) PilotWings (SNES)
DANIEL CONWAY 3 Odell Place, Carrum Downs, Vic 3201 Tel: 03 9786 5008	Cannon Fodder (SNES)	Super Mario All Stars (SNES) Super Mario Land (Game Boy) Super Mario Land 2 (Game Boy)
DAVID NEWTON 53 Forest St, Whittlesea, 3757 Tel: 03 9716 2407	Killer Instinct (SNES) Unirally (SNES) NBA Live '95 (SNES) NBA Live '96 (SNES)	Super Mario All Stars (SNES) Swap Newman Haas Racing (SNES) Swap F-1 Race (Game Boy) Sell Super Mario Land (Game Boy) Sell Skate or Die Bad 'n' Rad (GB) Sell Game Boy + 2 GB Games

You know the score by now! If you want a game or you want rid of one (Nintendo only) then fill in the form opposite (neatly please!) and post it to us at the address shown. We publish all the address and phone number details in the mag that you send us so make sure you've got permission to send them in. If you don't want us to print your whole address just give us a town or city and a phone number. Make sure you check before you go ringing all round the country to get hold of your heart's desires too!

COMING NEXT MONTH

SUPER MARIO 64
PILOTWINGS 64

Don't miss the first parts of our MAMMOTH Players' Guides!



PLUS:
DKC3, DKL2, Kirby's Fun Pack & more!

Nintendo®
MAGAZINE SYSTEM

NMS. Flying high.
November issue on sale October 31st.

SUBSCRIBE! OR ELSE!

ONE ISSUE FREE!

You too can experience the sound of the satisfying thud on the doormat as NMS arrives at your house for the next 12 months – way before the other mugs join the queue at the shop! All you've got to do is fill in this form and you'll get the next 12 issues delivered to your door for the bargain price of $54.45 (Aus. $60 in New Zealand & Indonesia). That's 12 issues for the price of 11! Decide whether you want a 1 year or a 6 month subscription then tick the appropriate box on the form below and fill in all your details.

EITHER:
Send your Cheque/Money Order (with the completed form!) to:

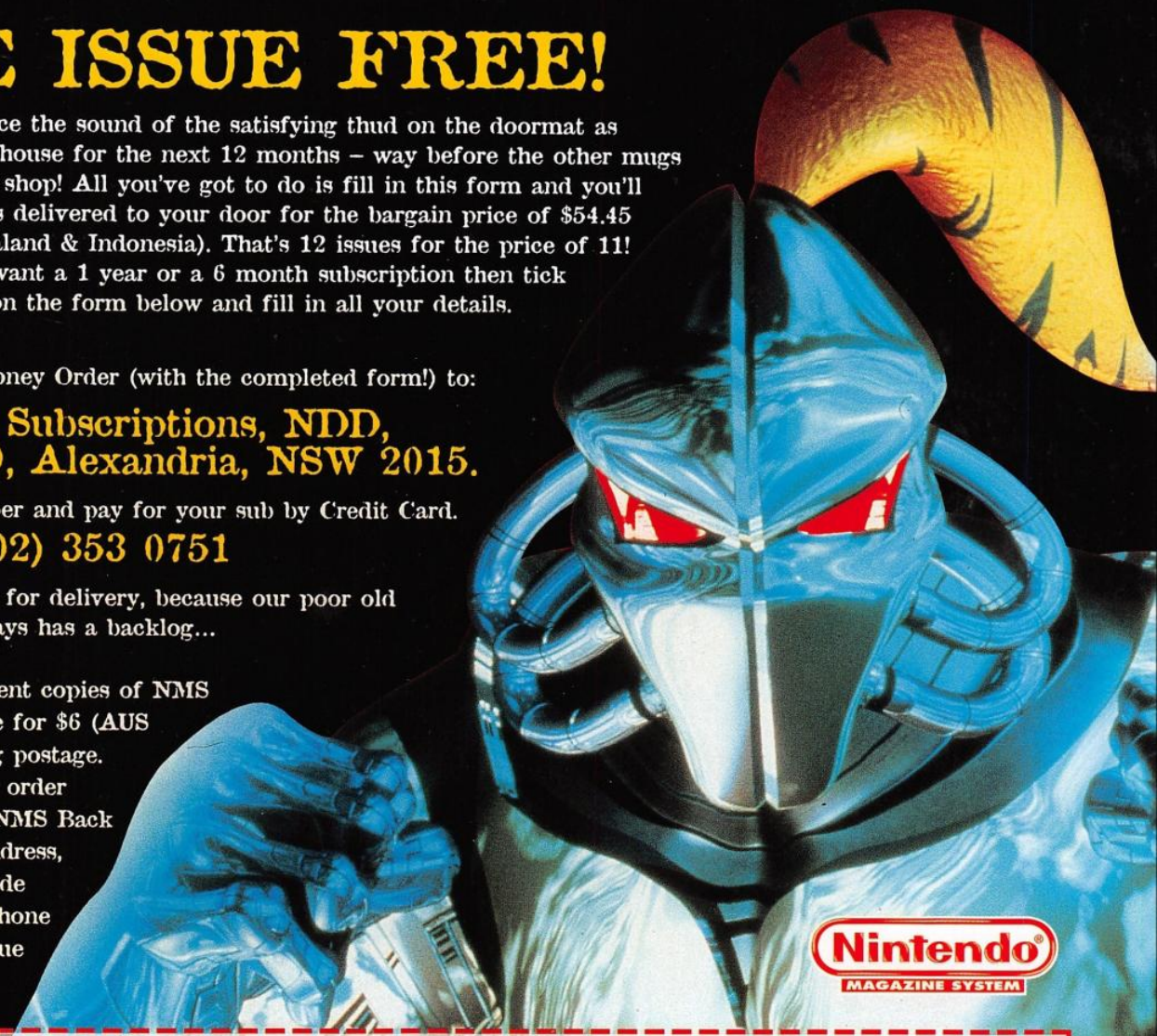
NMS Subscriptions, NDD,
PO Box 199, Alexandria, NSW 2015.

OR: Phone this number and pay for your sub by Credit Card.

(02) 353 0751

Please allow 4 weeks for delivery, because our poor old Subs department always has a backlog...

BACK ISSUES of recent copies of NMS (#35-#42) are available for $6 (AUS $7.50 in NZ) including postage. Send a cheque/money order payable to 'NMS' to 'NMS Back Issues' at the same address, not forgetting to include your name, address, phone number and which issue you want.



1 year: ☐ $54.45 6 months: ☐ $27.50 Sorry, but the 6 month subscription is not available in NZ.

NAME _____ AGE _____

ADDRESS _____

_____ TOWN/CITY _____

STATE _____ POST CODE _____

I enclose a cheque/money order for $ _____

ISSUE 43

Copy this form if you don't want to cut up your mag!

OI! YOU!

Once a month.
Every month.
Buy it.

Nintendo®
MAGAZINE SYSTEM